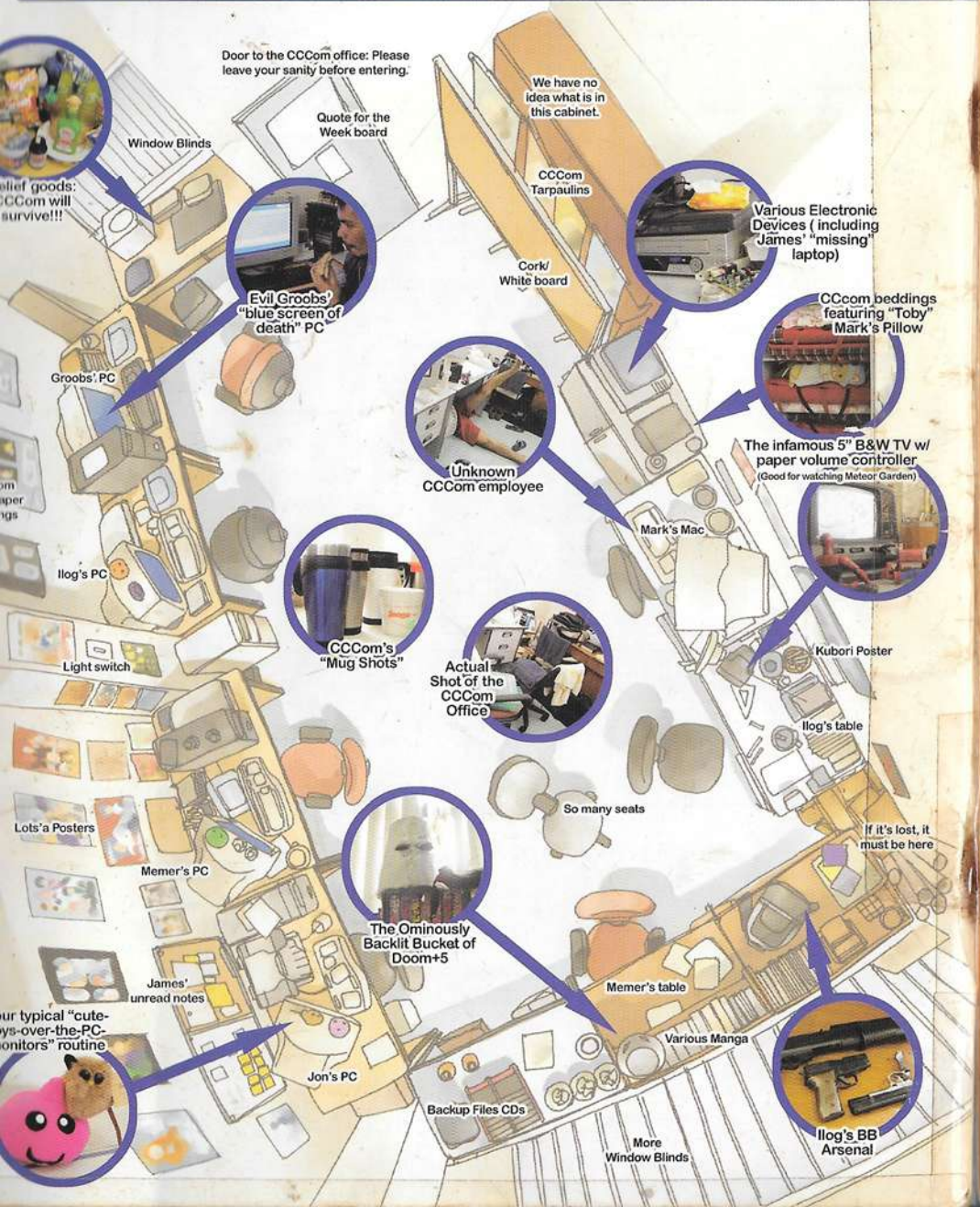
HOW WE DRAW 2

"Be it ever so humble, there's no place like home." Unless of course it's your home away from home! That's how the new CCCom office feels like to us now that we've spent half a year here. So come on in, make yourselves at home, *mi casa es su casa*, oh and watch your step!



COM

PHP 85 ISSUE 11

CULTURE CRASH

THE PHILIPPINES' PREMIER ANIME MAGAZINE

ANIMÉ EVENTS • CC COM IN JAPAN • ANIMATRIX • ANIMÉ NEWS • FAN

FREE GAME CD!!! *Metro Manilla Areas

PASIG

Story & Art by: Taga-Ilog

RAGNAROK ONLINE RPG
The Philippines' first MMORPG

METEOR GARDEN
Manga-based show sparks F4 Mania

FAN FEATURE COMIC:
Chiri Chiri BAM BAM!
ANG CUTE NA MANGKUKULAM

HOW WE DRAW 11:
Da Bhoss on the Comic Creation Process

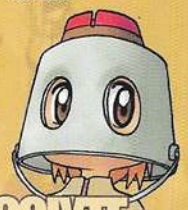
ALSO IN THIS ISSUE:
CAT'S TRAIL
KUBORI KIKIAM
ONE DAY ISANG DIWA

PLUS!!! A DOUBLE SIZED PASIG PULL-OUT POSTER

9 770115 593803
ISSN 0115-5938

RAGNASTAFF:

SWORDSMAN
Jescie James Palabay
Publisher / ODID Story Writer / Nang-scam ng clovers sa newbies



ACOLYTE
Taga-Ilog
PASIG & Kubori Kikiam Creator-Artist / Chief Layout Artist / Kulang sa Tulog

ARCHER iq40
Cat's Trail Creator-Artist / ODID Artist / Gusto ng Poring Doll

NOVICE
Taga-Kanal
Kubori Kikiam Creator-Artist / Newbie with an attitude

THIEF
Evil Groobs
ODID & Kubori Kikiam Colorist / Multimedia Artist / Naghahanap ng mabibiktima

MAGE
Jon Zamar
Overall Flat Colorist / Layout Artist / Namimigay ng flowers!

MERCHANT
Mark Navarro
Editor / Article Writer / Proof Reader / Madaming Zennies so pwedeng utangan

Ragnarok Online but still On Time

Is it me or did we come out rather quickly for a change? Still about a week late but a rather good start don't you think? Considering the CC office was hit rather hard by ***Ragnarok*** *game-fever, it's nothing short of miraculous!*

By the way, I would personally like to give the thumbs up to the people behind Level-Up games for venturing into such a business here in the Philippines. I think it's high time that someone actually tapped the growing cyber-game culture in the Philippines properly. All indications are promising and the staff highly recommends the game just keep your fingers crossed about the lag folks.

Oh yeah, I'd like to formally welcome ***Jon Zamar*** *and* ***Mark Navarro*** *as new members of the CC Staff! Their work so far has been exemplary and in the coming months they will greatly improve our regularity. It's our pleasure to be welcoming such great nutcases into our fold. Culture Crash is growing! Thanks to your continued and growing support, we are actually considering adding more titles. In fact a whole new publication is a possibility!*

On the issue of additional titles, we'd also like to ask you for ideas. What sort of stories would you like to see? Are there topics, matters etc. that you would like Culture Crash to explore? Write to us! Let us know so that we can give you what you want!

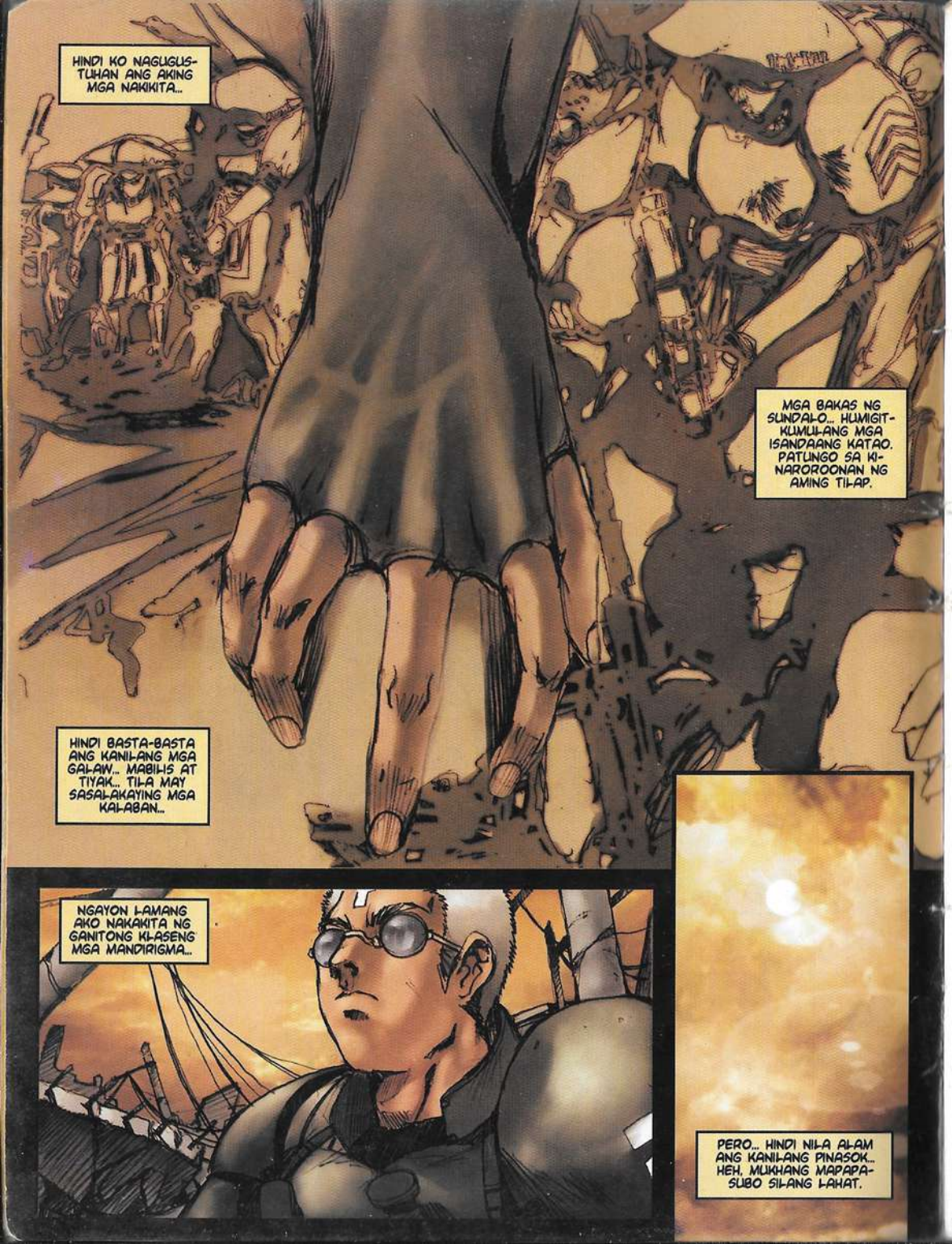
Of course there are also other priorities that we have to tend to first, and it may take some time before things with the new titles come into fruition, but as you well know, patience has its rewards.

Our articles this issue are a rather interesting mix, we're even delving more into live-action with the Meteor Garden article. Then there's our culturally relevant article on Culture Crash's presence in the ***Japan Comic Forum****, the two animé events, comic review, book news, and of course the in-depth article on* ***Ragnarok Online****. Again, we'd love to know what you think!*

Things are looking real bright guys! We hope to give you more in the coming months!

Jescie James L. Palabay
Publisher/Editor-in-chief

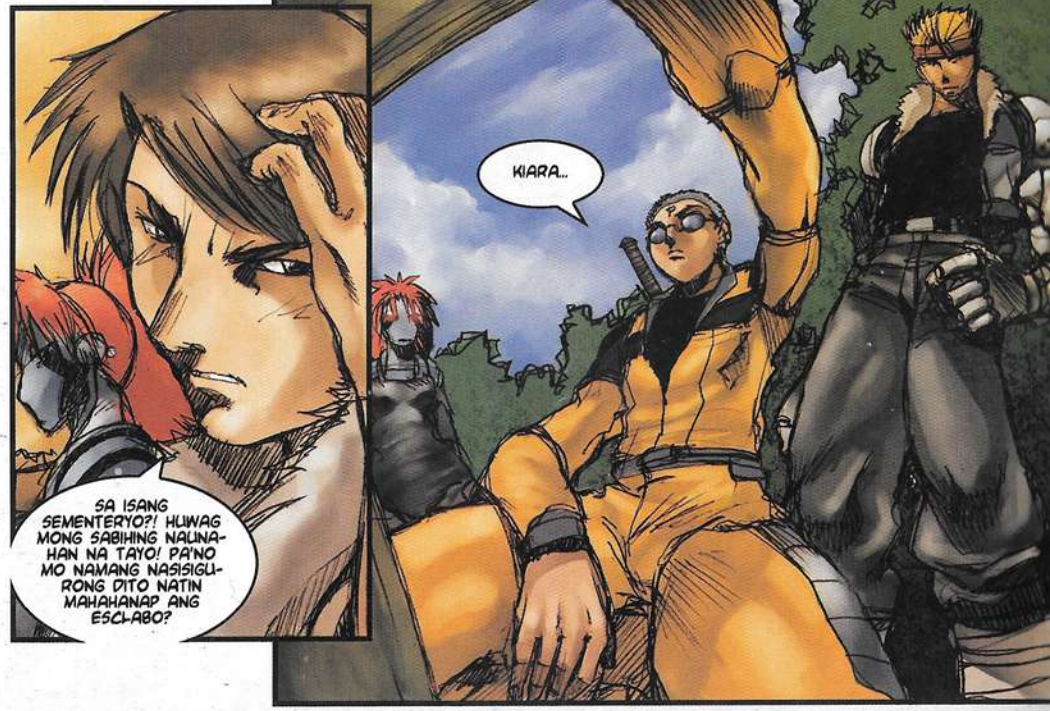
Culture Crash™, C3 Con™, One Day Isang Diwa™,PASIG™,Cat's Trail™, Kubori Kikiam™ is published by Culture Crash Comics and J. C. Palabay Ent., Inc. with office at 67 Gen. Ordoñez St. Marikina Heights, Marikina City Tel. # 942-4512 to 13. The names, logos and all related characters of this publication are ™ and ©2003 Culture Crash Comics/J. C. Palabay Ent., Inc. and their respective creators. None of this publication may be reproduced or used without written permission from the copyright owner/s.


HINDI KO NAGUGUSTUHAN ANG AKING MGA NAKIKITA...
MGA BAKAS NG SUNDALO... HUMIGIT-KUMULANG MGA ISANDAANG KATAO. PATUNGO SA KINAROROONAN NG AMING TILAP.
HINDI BASTA-BASTA ANG KANILANG MGA GALAW... MABILIS AT TIYAK... TILA MAY SASALAKAYING MGA KALABAN...
NGAYON LAMANG AKO NAKAKITA NG GANITONG KLASENG MGA MANDIRIGMA...
PERO... HINDI NILA ALAM ANG KANILANG PINASOK... HEH, MUKHANG MAPAPASUBO SILANG LAHAT.

SARIWA PA ANG MGA BAKAS...
...MAY DALAWA O TATLONG ARAW PA LANG ANG NAKARAAN.

ELIAS, SIGURADO KA BA'NG DITO NATIN MATATAGPUAN SI DANTE?

HINDI AKO MAARING MAGKAMALI.

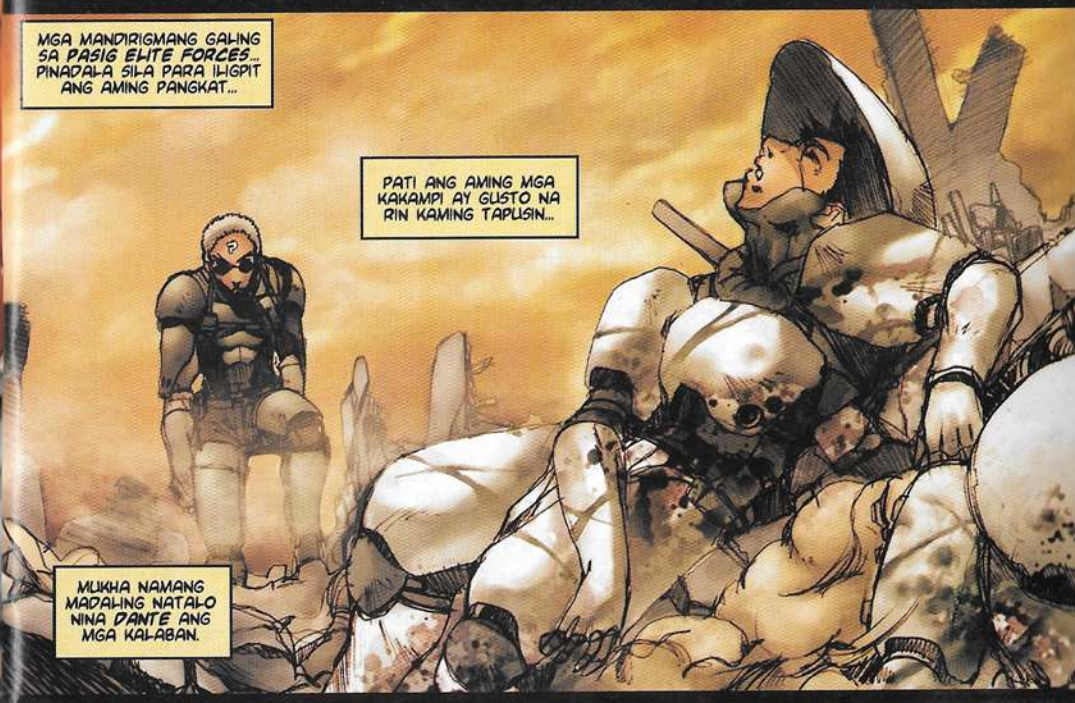

SA ISANG SEMENTERYO?! HUWAG MONG SABIHING NALINAHAN NA TAYO! PA'NO MO NAMANG NASISIGURONG DITO NATIN MAHAHANAP ANG ESCLABO?
KIARA...

HINDI KO NAUUNAWAAN KUNG BAKIT MO PINAG-TANGGOL ANG KAPITAN...

PERO NGAYONG WALA KA NA, TAPOS NA RIN ANG PANGAKONG BINITIWAN KO SA 'YO...
tayo na elias, masyado na tayong maraming oras na nasayang sa lugar na ito...
PATAWAD, KIARA... NGUNIT KAILANGAN KO NANG TAPUSIN ANG AKING SINIMULAN...

MUKHANG HINDI NAG-IISA SI DANTE, CHAREN...
MGA BAKAS NG SAKLAY... MAARI KAYANG...

...HINDI!
KAHIT SINO PA MAN ANG KASAMA MO, HINDI KO SIYA MAPAPATAWAD! TATAPUSIN KITA...
...AT GANUN DIN ANG MAGIGING KAPALARAN NG SINO MANG HAHADLANG SA AKIN!


MGA MANDIRIGMANG GALING SA PASIG ELITE FORCES... PINADALA SILA PARA IHGPIT ANG AMING PANGKAT...
PATI ANG AMING MGA KAKAMPI AY GUSTO NA RIN KAMING TAPUSIN...
MUKHA NAMANG MADALING NATALO NINA DANTE ANG MGA KALABAN.

...PERO HINDI KO INAASAHANG GANITONG PINSALA ANG KANILANG MATATAMO...

TILA NAKIPAGLABAN SILA SA ISANG MABANGIS NA HALIMAW.

A-ANO'NG?

MALALALIM ANG KAN NAKUHANG MGA SUG
CID!
MASYADO NANG MARAMING DUGO ANG NAWALA SA KANYANG KATAWAN...
KUNG NAKARATING SANA AKO NG MAS MA

MAX!
TIGRE!
PAANONG NANGYARI ITO?! H-HINDI KO MAINTINDIHAN!
ELIAS...
FWOO
SHH

CHAREN! ANO'NG NANGYARI DITO?!
KAYA MO NAMANG MALAMANG MAG-ISA, HINDI BA?
MALAMIG ANG KANYANG MGA TITIG...
MAY MGA PAPALAPIT NANG MGA KALABAN... MAKABUBUTING UMALIS KA NA RIN BAGO PA SILA MAKARATING.
...MGA BAK NG DUGO KANYANG KAMAY...
SIYA BA ANG MAY GAWA NG LAHAT NG ITO?!
SANDALI!
FWP
HINDI... HINDI GANIT MAKIPAGLABAN CHAREN...
...NGUNIT MAY NALALAMAN SIYANG AYAW NIYANG SABIHIN..
NAWAWALA SINA MIGUEL, KIARA AT SI DANTE...
TMP
SANA'Y NAKALIGTAS SILA...
!?!
NATATAKOT AKONG KUNIN ANG SANDATA...
NATATAKOT AKO SA MAARI KONG MALAMAN.

NAPALABAN SIYA DITO...*
MABILIS NATAPOS... MAY MGA ILANG SEGUNDO LAMANG.
*PASIG KABANATA 9
MALAPIT NA TAYO...
GHKK

HINDI!
NAKITA KO NA ANG MGA BAKAS NG SAGUPAAN.
SA LOOB LAMANG NG ILANG MINUTO NABUO SA AKING ISIPAN ANG MGA PANGYAYARING KAGAGANAP PA LAMANG.
IISANG TAO LAMANG ANG KUMITIL SA BUHAY NG KARAMIHAN NG MGA SUNDALONG ITO...
...AT SA BUHAY NINA MAX, TIGRE AT CID...
HINDI MAARING MAG-SINUNGALING ANG MGA MARKANG NAIWAN NG DIGMAAN...
AYAW KONG MANIWALA...

ITUTULOY...

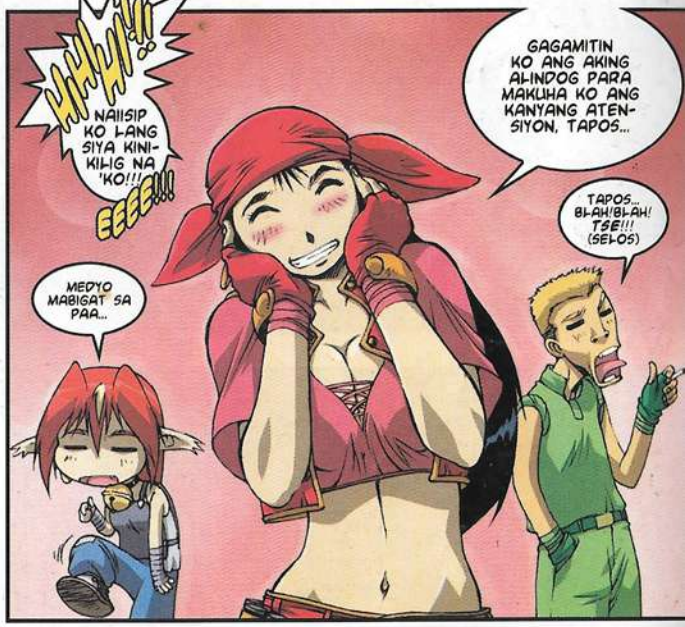
CAT'S TRAIL

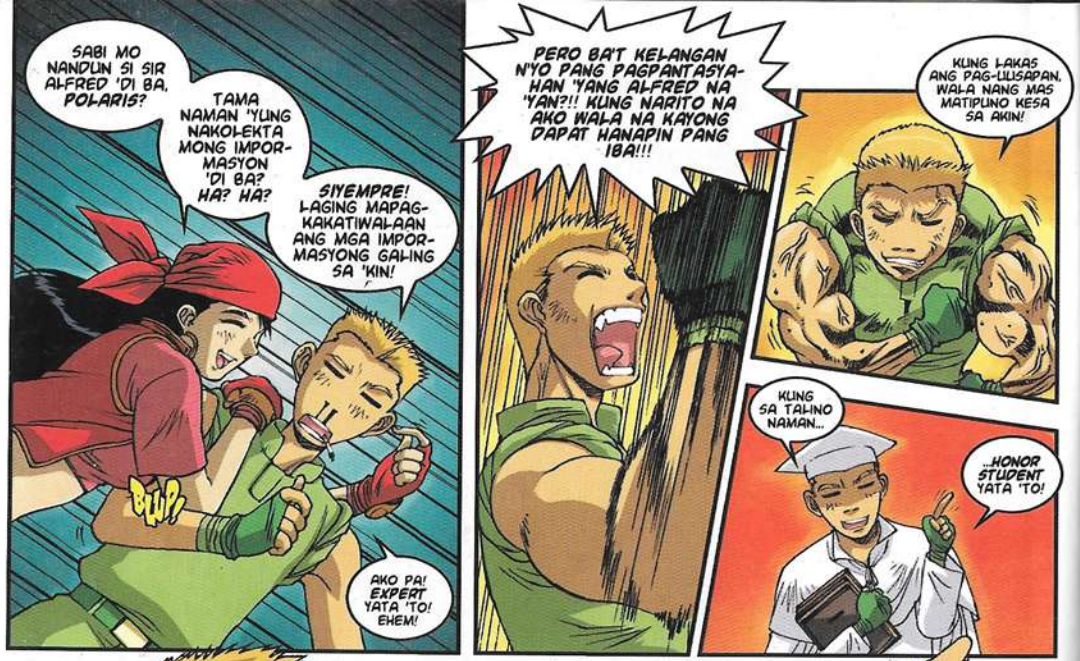
Story by: E. A. & M. C. S. Damaso

Art by: E. A. Dama

Color Flats Jon Zamar

Episode 11: Ang Paghahanda



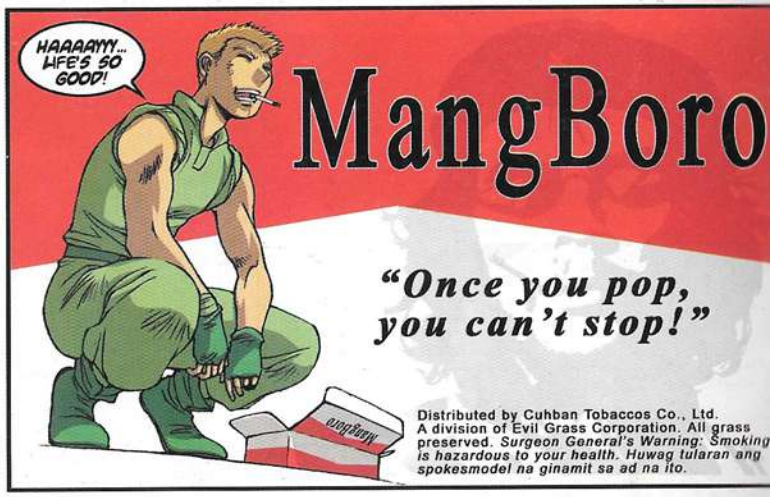

SABI MO NANDUN SI SIR ALFRED 'DI BA, POLARIS?
TAMA NAMAN 'YUNG NAKOLEKTA MONG IMPORMASYON 'DI BA? HA? HA?
SIYEMPRE! LAGING MAPAGKAKATIWALAAN ANG MGA IMPORMASYONG GALING SA 'KIN!
BWUP!
AKO PA! EXPERT YATA 'TO! EHEM!
PERO BA'T KELANGAN N'YO PANG PAGPANTASYAHAN 'YANG ALFRED NA 'YAN?!! KUNG NARITO NA AKO WALA NA KAYONG DAPAT HANAPIN PANG IBA!!!
KUNG LAKAS ANG PAG-UUSAPAN, WALA NANG MAS MATIPUNO KESA SA AKIN!
KUNG SA TALINO NAMAN...
...HONOR STUDENT YATA 'TO!

(DRUM-ROLL PLEASE.)
BUPU BUPU BUPU BUPU BUDUM
...AT KUNG KAKISIGAN ANG PAG-UUSAPAN...
WALA NA KAYONG KELANGAN...
OO NGA 'NO... SIYA NGA!
IKAW ANG KELANGAN NAMING MAGBUHAT NG MGA 'TO. TENKS HA.
BAIT MO TALAGA.
TSE!

MAKAPAG-EMPAKE NA NGA LANG.

ANG LAKI NAMAN NG BAG MO.
ANO BA DADALHIN MO?
HMP!

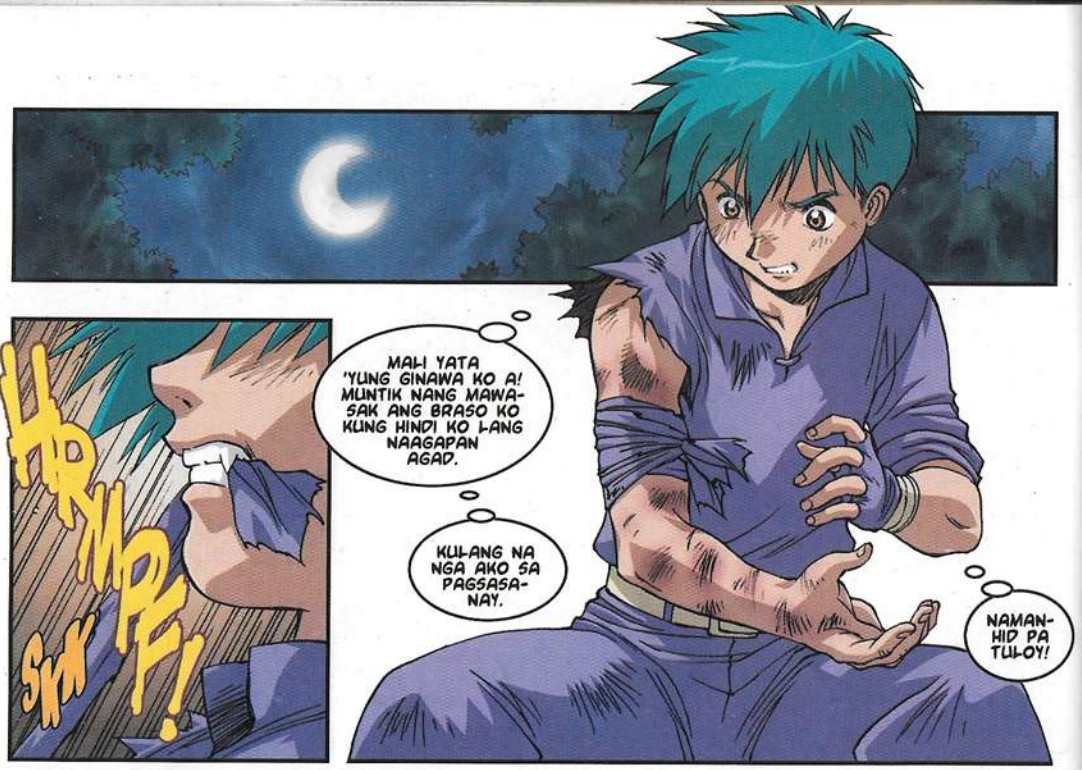
AHA! NAHANAP KO NA DIN SA WAKAS!!!
ANG TANGING BAON NA KELANGAN KO...
MY SORS OP LAYP!!!

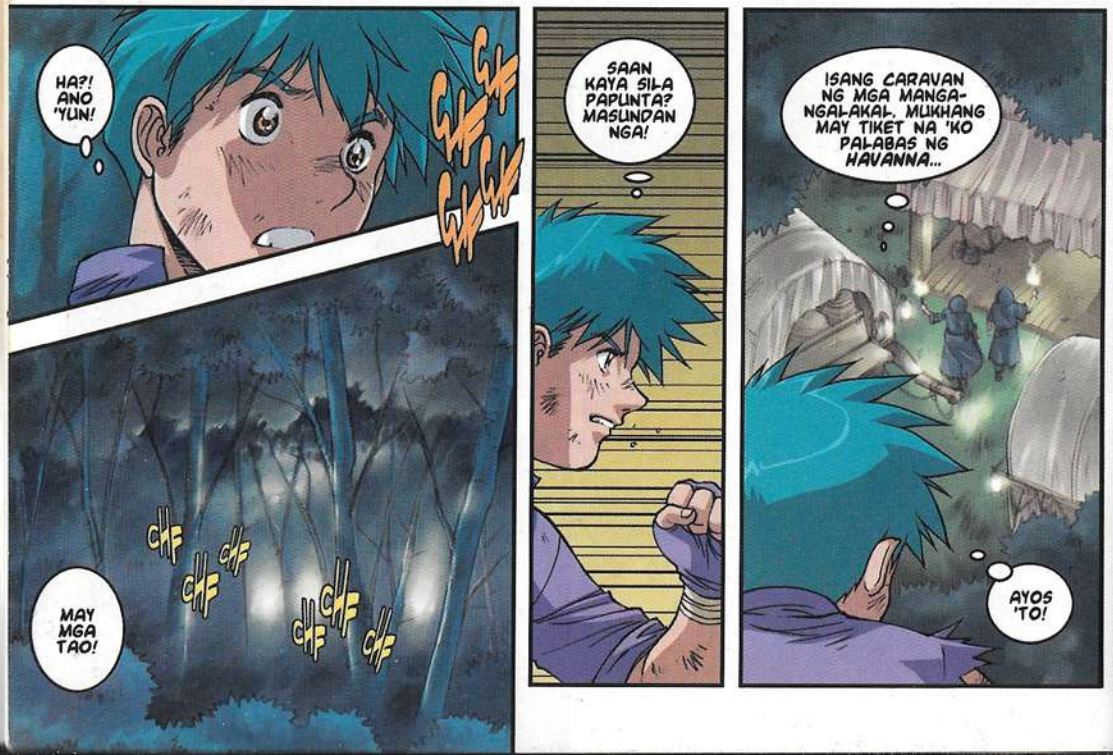

HAAAAAYY... LIFE'S SO GOOD!
MangBoro
"Once you pop, you can't stop!"
Distributed by Cuhban Tobaccos Co., Ltd. A division of Evil Grass Corporation. All grass preserved. Surgeon General's Warning: Smoking is hazardous to your health. Huwag tularan ang spokesmodel na ginamit sa ad na ito.

YOSI?! IKAW LANG ANG NABUBUHAY NG IL-ANG ARAW NA YOSI LANG ANG KINAKAIN! MAGDALA KA NAMAN NG PAGKAIN. SAYANG ANG INILAKI NG BAG MO... GRR...
EHEHEHE-HEHEHEHE-HEHEHE...
WOW! 3D FONTS. ASTIG!
IL-ANG ARAW BA KAMI MAGBIBIYAHE? KUNG ISANG PAKETE KADA ORAS...

...HMM... BIBIGAT ANG BAG KO A!
ATE WHOMPERS KINUHA KO 'YUNG LETRANG "A". HETO O...
FOT
SPF
SPF
SPF

TAMA NA NGA 'YANG PAGBIBIRO MO. MAGHANDA KA NA PARA SA MISYON.

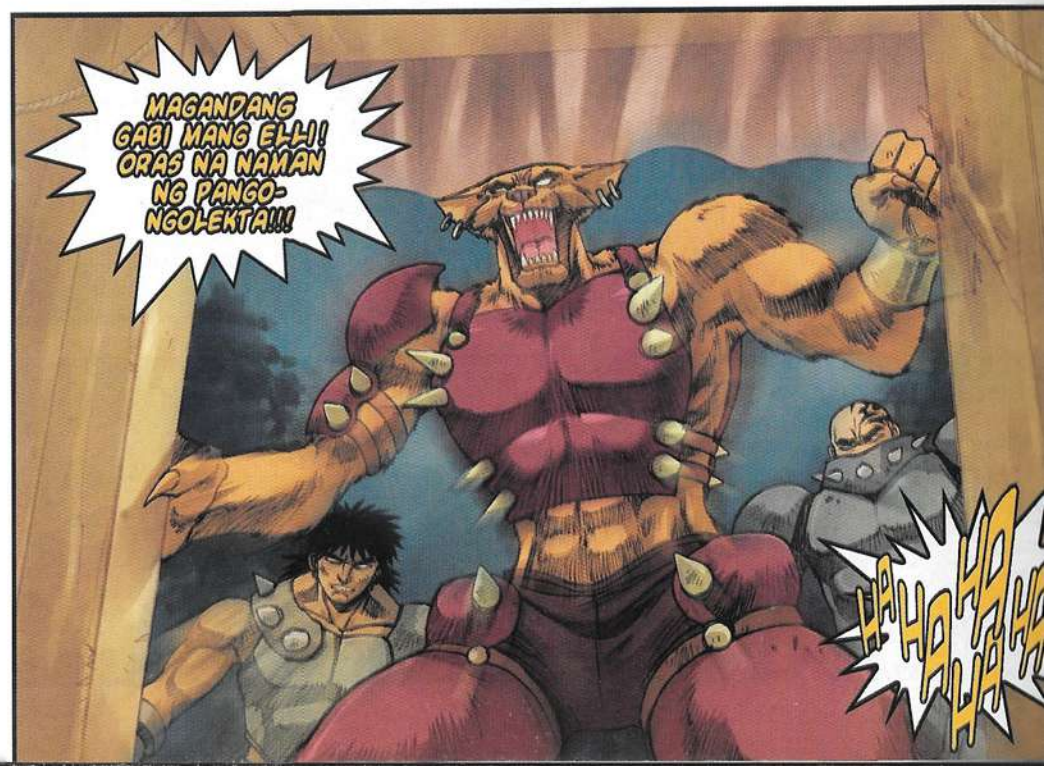

HRMPF!
SHK
MALI YATA 'YUNG GINAWA KO A! MUNTIK NANG MAWASAK ANG BRASO KO KUNG HINDI KO LANG NAAGAPAN AGAD.
KULANG NA NGA AKO SA PAGSASANAY.
NAMANHID PA TULOY!


HA?! ANO 'YUN!
CHF
CHF
CHF
CHF
CHF
CHF
CHF
CHF
MAY MGA TAO!
SAAN KAYA SILA PAPUNTA? MASUNDAN NGA!
ISANG CARAVAN NG MGA MANGANGALAKAL. MUKHANG MAY TIKET NA 'KO PALABAS NG HAVANNA...
AYOS 'TO!

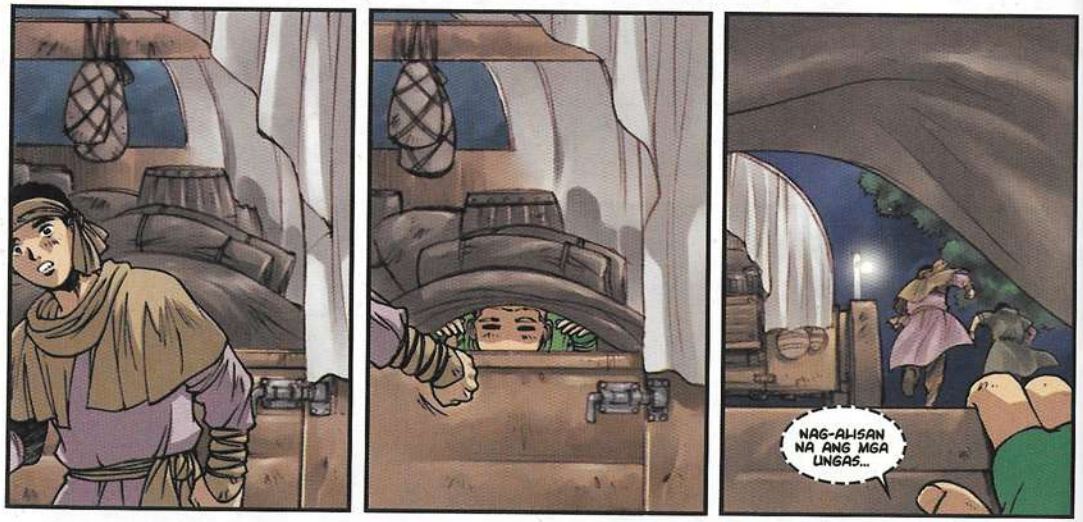
ALFRED!
NAKARGA NA LAHAT NG KAGAMITAN SA MGA KARWAHE.
MAGBIBIGAY NA BA KAMI NG MGA KARAGDAGANG UTOS SA IBA PA NATING KASAMA?
OO. TULOY ANG PAG-ALIS NATIN PAGKAGAT NG LIWANAG.

MARAMING SALAMAT PO ULI SA KAGANDAHANG-LOOB NINYO MANG ELLI.
KUNG MAARI LANG PO SANA AY MANATILING SIKRETO ANG TUNAY NAMING PAGKATAO AT RASON NG PAGHIRAM SA INYO NG MGA KARWAHE...
HAHA! WALANG PROBLEMA IHO. MAGTIWALA KA SA 'KIN.

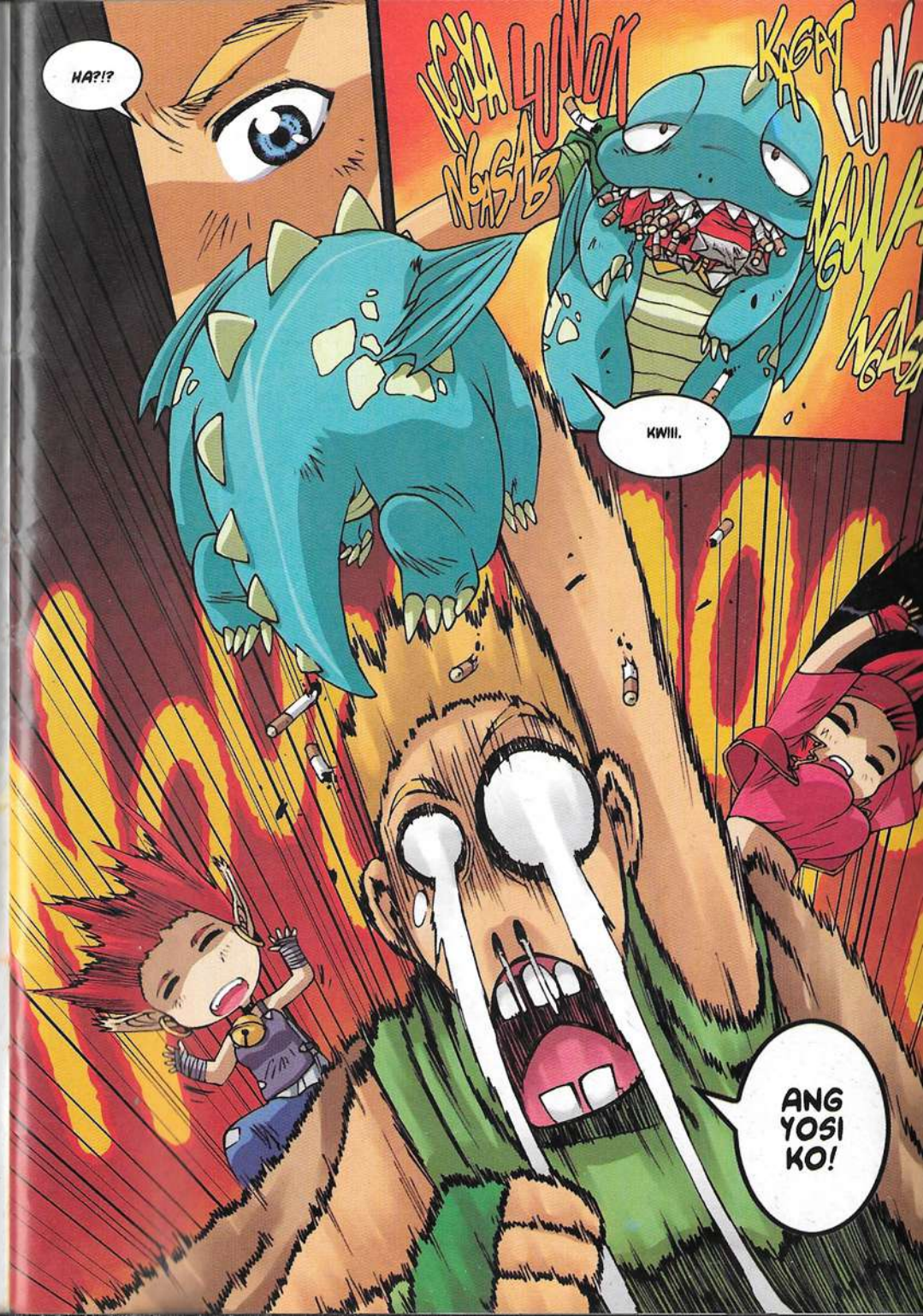
BRAK


MAGANDANG GABI MANG ELLI! ORAS NA NAMAN NG PANGONGOLEKTA!!!
HAHAHAHAHA

NAGKA-KAGULO BA 'DUN KILA SIR ALFRED?
SARHENTO ANO'NG GAGAWIN NATIN?
ANO DAW?


NAG-AHISAN NA ANG MGA UNGAS...

YOSI BREAK!!!
MAGIC BAG GIVE ME YOSI.
HOY! 'WAG KA MUNA MAG-YOSI. BAKA MABISTO TAYO.
HMMM...
HEHE!
SHF SHF SHF SHF
KJ!!! ISANG STICK LANG NAMAN E.


HA?!?
KWIII.
ANG YOSI KO!

* TUMAKAS SI *BUTLER* SA PIITAN NG PALASYO NG *HAVANNA* LAST ISSUE. -ED

MAHINA DEPENSA.
FSSHH
HA?! BOSSING !!!
HG/K!
ANO'NG?!?
KRAK!!!
AKO NA'NG BAHALA SA KANYA!!!
WALANG MAKIKIALAM!!!
TUTURUAN KO 'TONG KUTONG-LUPANG 'TO NA HINDI DAPAT GINAGALIT SI POG!!!
POG: PISSED-OFF GUY
SA SUSUNOD NA KABANATA: ANG MAINIT NA LABANAN NI POG AT ALFRED. AT ANG MULING PAGTATAGPO NILA AIREE AT BUTLER. ANO KAYA ANG MANGYAYARI?
ITUTULOY

SAKIT...SAAN NA KO?
TEKA, ALAM KO 'TONG LUGAR NA 'TO AH.
G-GANI?!
ANO 'TO!?
ZZZZ...

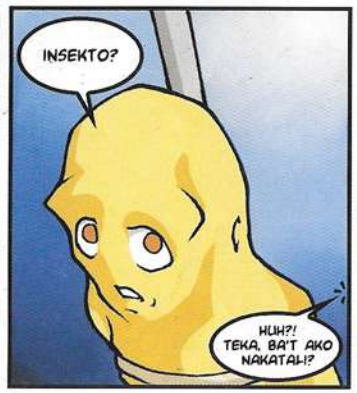
KUBRI
KIKIAM
Great Balls of Fire
Part 1: Training Day
Created by
Alfredo
Story and Art by
Tiga Kanal
Colors by
Taga-Ilog
Jon Zamar
and Robi
Additional Art by
Taga-Ilog
HINDI MO KINAIN YUNG GAGAMBA NO? MUKHANG IKAW LANG ANG NANGLABAN.
PAKAWALAN MO KAMI DITO!!!

NAALALA MO YUNG SINABI KO HUWAG KAYONG KAKAIN NG INSEKTO? YUN PALANG YATA ANG SINUSUNOD MO DODON.

PAKAWALAN MO KAMI DITO!!!
DODON, SARAP NA NG TULOG KO EH...

UMPH!

CADET! HINDI KA BA NAKIKINIG!?
IRGH!
KAKAININ SI DODON!


INSEKTO?
HUH?! TEKA, BA'T AKO NAKATALI?

YUNG GAGAMBA! MAY GAMOT YUNG GAGAMBA!
GAGAMBA?

MAGALING BENJO! PERO WALA NA RING KUWENTA KUNG NGAYON MO LANG MALALAMAN. KUNG KAYLAN NAHULI NA KAYO.
SAAN?

MAY PAMPATULOG YUNG MALAKING GAGAMBA NILA RALF.
SAAN YUNG GAGAMBA? GUTOM NA 'KO.

I HAVE CONSIDERED THE CHANCE NA BAKA MAISAHAN NINYO PARIN YUNG GCR 100 KAYA NAG DEVISE AKO NG...

PLAN B.
BENJO, ISIP KA NAMAN NG LUTO PARA SA GAGAMBA...

HMM...AT ANG TAWAG DOON AY...
...'LANGYA NAKAKASAWA NA HILAW EH.

USING DEFEAT TO YOUR ADVANTAGE.
...ANO KAYA? ADOBO, NILAGA, SINIGANG! PARA MAY MAASIM NA SABAW!...

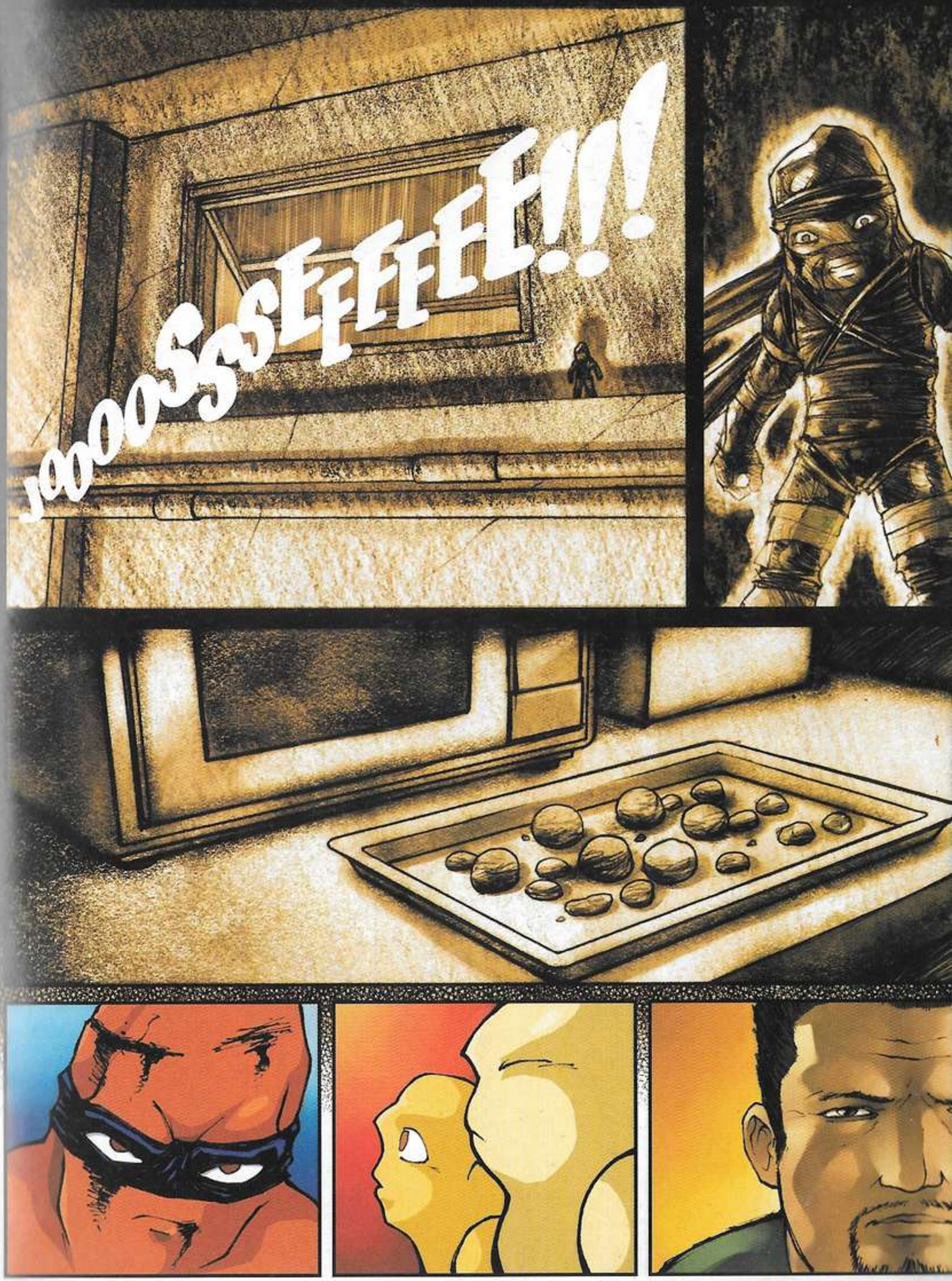
GALENG. MATALINO KA TALAGA BENJO. NAKIKINIG. MASUNURIN. DI TULAD NG IBA.
...BINAGOONGAN KAYA? HILAWIN! AY, HILAW DIN PALA 'YON...

PERO BAKIT K UMALIS BENJO!
TEKA, BENJO, BAKIT TAYO NAKATALI DITO?

DAHIL MANINA ANG LOOB MO!!!
[redacted]! GANI?! BENJO, SI GANI BA 'YAN?
AT IKAW! ANG LAKI MONG [redacted]!!!
PINULOT KO KAYO SA BASURA! INALAGAAN. TINURUAN PARA MAG-SURVIVE. ANG KAYLANGAN NIYO LANG GAWIN AY SUMUNOD SA UTOS. GANOON BA KAHIRAP 'YON? [redacted] LOUSY CADETS!
[redacted] KA RIN! KALBO! [redacted] KA!
HMPH! WALANG PATUTUNGUAN 'TO.
ISA NALANG ANG PUEDE KONG GAWIN.
SIGE! [redacted] PATAYIN MO NA LANG KAMI TULAD NG GINAWA MO KAY JOSE!

KRA-THOOM!
GANI! TULONG!
GANI'S FISH
O, JOSE, ANONG GINAGAWA MO DIYAN?!
WALANG HIYA, BIGLANG NAG BROWN OUT! NADULAS TULOY AKO.
ANO?! NADULAS KA PAPUNTA DIYAN?!
HINDI SER, MAY INAABOT KASI AKO SA TAAS.
NAGULAT AKO DOON SA KIDLAT TAPOS NAMATAY PA YUNG ILAW.
TULONG NAMAN O.
PASALAMAT KA MAY TAKIP YANG GRINDER KUNDI TUSOK KA NA
TUMAGOS NGA AKO EH. WALANG HIYA SUMABIT PA 'TONG LONG-SLEEVE KO.

*GILLS OF A FISH.

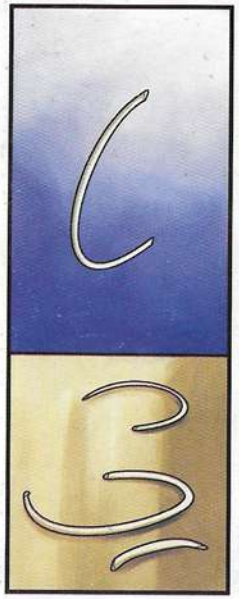


AKSIDENTE 'YON.

OO NGA! AKSIDENTE 'YON. DODON TALAGA O. BINTANG KAGAD NG BINTANG EH.
MANNY TUMA -HIMIK KA!

ALAM KO SI DODON LANG MAY GUSTONG MAMATAY. RINIG MO 'YON BENJO DIBA?
KANG MANNY KA!

GANI 'WAAAG!!!
SI DODON! SI DODON!



KANG MANNY KA! PAPAKAIN KITA SA TARSIER.
ARAY KO...

ANO ANG LAGI KONG TINUTURO SA INYO?

HUWAG...

...NA HUWAG...

...MAGPAHULI.

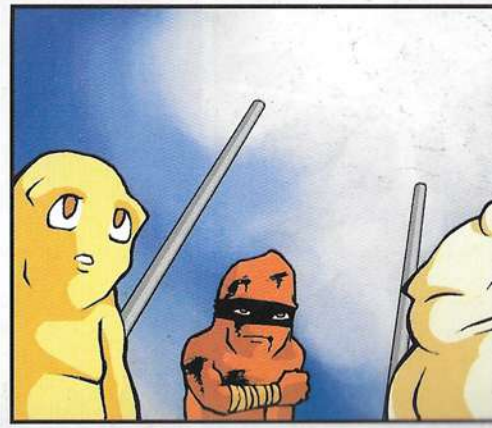
AT HANGGANG NGAYON HINDI PARIN KAYO NATUTO.

BENJO, MANNY, DODON. ITO NA ANG HULI NINYONG TRAINING DAY. AT TULAD PARIN NG DATI...

...BAGSAK KAYO.
KALBO!
MANNY, SHHH!

ITO NA SANA ANG HULING BESES NA MAHUHULI KO KAYO.

TIWALAG.*



*DISPERSE

One Day, Isang Diwa

KABANATA 10: FLAGPOLE INCIDENT Part II

Story by J. L. Palabay
Art by E. A. Damaso
Colors by Jon Zamar and Robi

PAKKKK!!!
BLAMNGG!!!
ARAAAAYYYY!...
CLARISSA!
ANO'NG NAGAWA KO?!?
UH... A-ANO'NG?

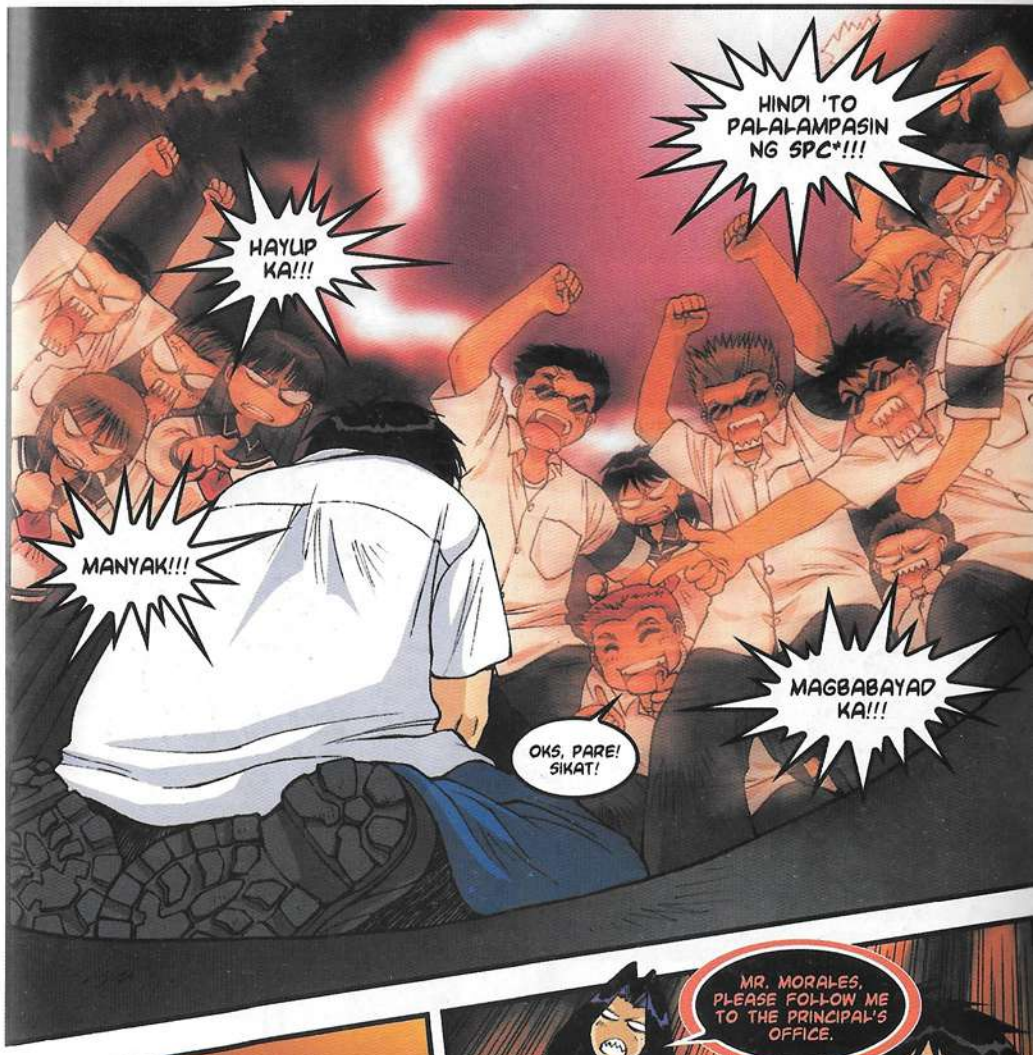
PUWHP!
CLARISSA!

STP! TPP!
TPP!
TPP!

CLARISSA!
CLARRISA WAIT! TAMA NA!

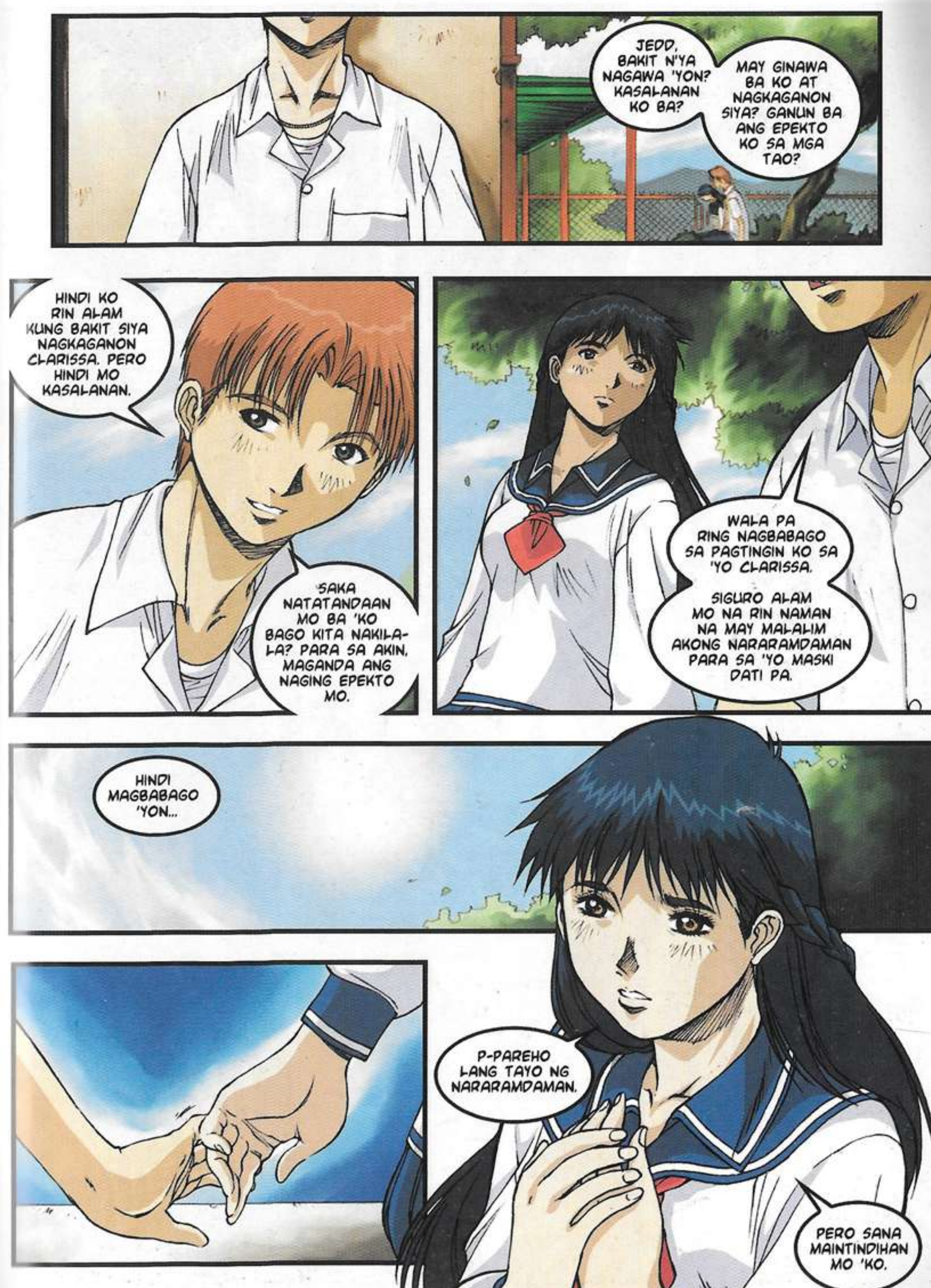
CHRIPP!!!

TAMA NA...
ARE YOU OKAY? YOU WANT SOME WATER BA?
OO NGA. TEKA HA. IKUKUHA LANG KITA.



*SAMAHAN PARA KAY CLARISSA

SHWWWOOOOOOOOOOOOOOOOOOOHHHH



JEDD, BAKIT N'YA NAGAWA 'YON? KASALANAN KO BA?
MAY GINAWA BA KO AT NAGKAGANON SIYA? GANUN BA ANG EPEKTO KO SA MGA TAO?
HINDI KO RIN ALAM KUNG BAKIT SIYA NAGKAGANON CLARISSA. PERO HINDI MO KASALANAN.
SAKA NATATANDAAN MO BA 'KO BAGO KITA NAKILALA? PARA SA AKIN, MAGANDA ANG NAGING EPEKTO MO.
WALA PA RING NAGBABAGO SA PAGTINGIN KO SA 'YO CLARISSA.
SIGURO ALAM MO NA RIN NAMAN NA MAY MALALIM AKONG NARARAMDAMAN PARA SA 'YO MASKI DATI PA.
HINDI MAGBABAGO 'YON...
P-PAREHO LANG TAYO NG NARARAMDAMAN.
PERO SANA MAINTINDIHAN MO 'KO.

Chiri Chiri BAM BAM!

ANG CUTE NA MANGKUKULAM

BY: JAYPEE RUBIO

TARA NA ATE BAM BAM IPA-PASYAL KITA!
HA! SAAN?
SA MALL!
T-TEKA PAULO! HUWAG KANG MAGMAMA-DALI. AY! MADADAPA AKO! ANO KA BA?!?
AY! AY! TEKA LANG!!! PAULO!!!...
DESTIVA
UHHM! EH!...
SAAN KAYA NAGSUOT ANG BATANG YUN?
HUH!?!
WOW!!!
10
SALE
AHH! NAPAKAGANDA NITO...

ANG GANDA NG DAMIT NO?
PAULO!
SAAN KA BA NAGSUSUOT HA?!?
HEHEHE ANO PA EH DI NAGSHOPPING HEHEHE
HA? PERO SAAN KA NAMAN KUMUHA NG PERA? HMMM... SIGURO!
UMM!!
TONK
HAHAHAHA!! TAMA ANG INIISIP MO! GINAMITAN KO ITO NG AKING SALAMANGKA!!! WAHAHAHA!!
DI MO BA ALAM NA LABAG SA BATAS NG MGA MANGKUKULAM ANG GINAWA MO!!!
PAULO!!!
IGK!!
POOF!
SA SUSUNOD NA AABUSUHIN MO PA ANG SALAMANGKA MO, GAGAWIN TALAGA KITANG MALAKING PALAKA!!
GUES
WAA!!

NEO ARCADE
HADUKEN
TAHH
SORYUKEN
HUWAG! HUWAG! HUWAG!
GRRR!... TALO NA NAMAN! KAASAR!!!
UHH! PAANO KAYA NAGKASYA ANG MGA TAO SA KAHONG YAN?
AHH
K.O!
KLING
NATALO KA PAULO! HALIKA UMUWI NA TAYO.
AHHH! HINDE!!! ISA PA!
TAMA! YUN NGA... BIRIBAP!!!
PERO HINDI KA NAMAN NANA-NALO EH!
HMPH! AKALA MO KUNG SINONG MAGSALITA. EH SIYA NAMAN ITONG WALANG ALAM! HMN!... ANO KAYA KUNG GAMITIN KO ANG AKING MAHIKA NG PANAHON PARA MAPAHINTO ANG ORAS...
HUH!!! PAULO HUWAG!!!

HA HA HA AYAN EH DI MAS MADALI NA!!!
HADUK
GADUKEN
IGK!
SOBRA NANG PAGIGING MAKA-SARILI MO!!!
TONK!
ANO BANG SALAMANGKA ANG GINAMIT MO???
ANONG NANGYAYARI? BAKIT HINDI GUMAGALAW ANG MGA TAO?!?
MAHIKA NG PANAHON...
KAILANGAN KUMILOS AGAD! CHIRIBAM!
KWING
ANO? ANG MAHIKA NG PANAHON? ALAM BA NIYA ANG GINAWA NIYA? MAARI NITONG SIRAIN ANG BALANSE NG ORAS SA DAIGDIG! AH! NAPAKAKUHIT TALAGA NG BATANG ITO!!

MAKALIPAS NG ILANG MINUTO...
HAAY!! MUNTIK NA YON. BUTI NA LANG NAG-BALIK ANG LAHAT SA DATI.
TEKA! PARA SAAN BA ITONG TALI NA TO?
HE! TUMAHIMIK KA DIYAN! DAPAT LANG SA IYO YAN. DAHIL IKAW ANG PINAG-MUMULAN NG GULO! HMPH!
HOHUM INANTOK TULOY AKO DAHIL SA IYO! MA-TUTULOG MUNA AKO.
HE HE HE SIGE MATULOG KA LANG!!!
HUWAG KANG TATAKAS KUNG HINDI LAGOT KA SA AKIN!
HE HE HE PAGKAKATAON KO NA ITO! HE HE HE
COKE
HMMM??
HE HE HE HE HE HE HE HE HE

UHNG!
AHH!!! PAULO? WALA NA SIYA DITO!?!
GLUG! GLUG! GLUG! GLUG!...
AHHH...
TAP!
SINONG PINAGLILIGAPAN N'YO DIYAN?
OO NGA! ANDAMI NA NGA NIYANG NALUBOS EH!!!
TIGNAN MO! KANINA PA SIYA DIYAN.
EEE!
EEEK!
DUG DUG DUG
GRRR!
ANO KAYA YUN??
HUH!?!
PAULO!!!
KRUG!
NAKU PO! SI ATE BAM BAM NAGISING NA!!! LAGOT NA!!!

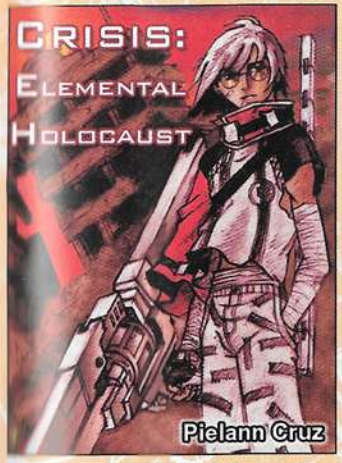
We've always believed in the talent in the Filipino artist. You prove us right each time you send us artwork. Say it proudly...

YES! DA FILIPINO KEN!!!

Richard Mortin

Veejay Zabala

Erika C



Neil Amil Cervantes

Zell Dincht

Jeric Rica

Send your artworks to the CCCom Office or at fanart@culturecrash.c

CCCom in Japan

by Jescie James L. Palabay

On January 24, 2002, the Prime Minister of Japan, Mr. Junichiro Koizumi proposed to designate the year 2003 as the year of the ASEAN-Japan exchange in a speech entitled "Japan and ASEAN in East Asia – A Sincere and Open Partnership" that he gave in Singapore during a visit to ASEAN Nations.

Recognizing the vast potential of both the Animation and Comic Industry as an effective vessel for cultural exchange and eventually better understanding between ASEAN nations, the agency of Cultural Affairs in Japan, spearheaded by the venerable Kenji Nakashima, took inspiration from that proposal and organized the International Animation and Comic Forum 2003.

A few weeks before the actual forum, Culture Crash got a formal invitation from the Agency of Cultural Affairs in Japan regarding this forum and well, I guess you can pretty much guess our reaction! I was even more honored when they invited me to be one of the panelists for the symposium on comics, which of course, I agreed to do.

And so I came to Japan in the company of the conscientious Vice-President of the Animation Council of the Philippines (ACPI), Grace Dimaranan. The first place we officially visited was the Marunouchi Commercial Complex, said to be one of the newest and trendiest shopping malls in Tokyo (Think Podium or Rockwell). There we saw our work being pumped out in large-format multi-media screens all over the mall, courtesy of the Computer Graphic Arts Society of Japan. Grace and I were a bit dumbfounded by all the spectacle our works were being treated to and took photos galore. I also heard that our portrait works were displayed somewhere in the mall, unfortunately our schedule was so tight that we were unable to see the gallery.

I was accosted by our gracious host towards our lunch meeting where I sat down with Matchiko Satonaka our symposium coordinator and a very famous manga artist in Japan, along with my other co-panelists Keiichi Makino, Tetsunosuke Inaba, and Oros Truskosee.

While excited as I was to be talking with the people whom I was with, I also felt quite eager to meet someone from the other table just a few feet away from ours. I was quite eager to meet Mr. Yoshiyuki Tomino! Mr. Tomino is widely known in the Animé world a the father of Gundam. However, I also knew him to be THE Director of VOLTES V! He had mentioned before in an interview that it was in Voltes V where he first wanted to make a dramatic story behind the giant robot, and that it was his first true robot/mecha drama before Gundam.

Next stop was the 6th Media Arts Festival 2002. All the ASEAN representatives were astounded by the creative and top-notch entries that we saw. There were even categories for Animé, Manga (Comics) and video games! We wandered around the exhibits designing our own robots, putting on hulking ghosts that limited our view to video cameras that opened in accordance to how fast you walked, wore rings that produced fireworks when you touch a projector screen, played video games, browsed manga, etc. I never thought I'd have so much fun in a museum!

The next time we returned to the Marunouchi Bldg. it was time for our big forum. The first forum was the keynote talk session themed "Animé: The border-crossing Talent and the Future". (Forum titles are direct English translations so go figure ^_^) Moderated by the esteemed Yasuki Hamano (Ass. Professor, Tokyo University) and participated by Yoshiyuki Tomino (Animation creator/Director) and Susan Napier (Professor, University of Texas).

Ms. Susan Napier provided a very comprehensive presentation on how animé has crossed the cultural borders with an analysis of animé's many appeals. Animé fans she says, are surprisingly mature and the nicest people in the world. Mr. Tomino talked about his heydays of working in the Animé industry and how there are now so much more opportunities for talented people to work in it. It's also interesting to know that Mr. Tomino is not a big Disney fan. Mr. Hamano mentioned that in Tokyo University, the animation courses were always the first ones to get filled up. He also gave a good wrap-up for the forum.

Top: The program guide for the forum
Upper Left: James Palabay with Grace Dimaranan, vice-president of the Animation Council of the Philippines (ACPI) and Mr. Yoshiyuki Tomino, father of Gundam and Director of Voltes V.

Pictures (left to right)**:** Mr. Palabay with some of the foreign representatives; World War II animation propaganda; two pictures of the panel discussion with Mr. Palabay.

The next talk was themed "Will the 'Japanese-style Animé be available for creative animation in Asia?" and coordinated by Kosei Ono (Comics and film critic) and participated by Shinichi Suzuki (Representative Director, Studio Zero, Animation Creator), Dwi Koendoro (Indonesia: Film Director, Cartoonist, Animator) and Hassan Muthalib (Malaysia: Film and Animation Director, Scriptwriter and Lecturer in Film and Animation) Basically they talked about how Animé has affected the ASEAN nations, both socially and commercially. It was mentioned how famous Doraemon was in other Asian countries and Muthalib stressed out how much he has been inspired by Hayao Miyazaki.

Last but not least was the talk on "Manga: A Japanese originality with an allure for foreign peoples" and coordinated by well-respected manga artist Matchiko Satonaka and participated by Keiichi Makino (Cartoonist, Professor, Kyoto Seika University), Tetsunosuke Inaba (Cartoonist) Oros Truskosee (Thailand Cartoonist) and of course (cue drumroll) myself , Jescie James L. Palabay (Philippines: Publisher/Editor-in-chief, Culture Crash Comics). We talked about the effects of Manga and Animé on the comic book industry in the ASEAN Nations as well as it's appeal across generations. I had noted that Culture Crash was indeed the best-selling locally published comic-based publication and that the resurgence in popularity of Animé played no small part in our success.

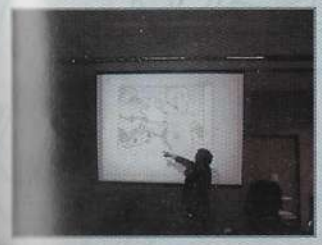
For my part, I went through a concised history of the Philippine Comic Book indus-try. Starting from what was technically considered the first comic strip made by a Filipino. These were the strips by our very own National Hero Jose Rizal (The Tortoise and the Monkey) and of course Tony Velasquez (Kenkoy). From there I fast-tracked to the golden age of Philippine Comics then to Voltes V and its re-introduction as Animé to the Filipino masses etc. At length I concluded that although the traditional *bangketa* comics no longer sell in the hundred thousands, they still make up the back-bone of the comic book industry for the sheer volume of titles that comes out weekly. And I also expressed the possibility that we may be at the cusp of another prosperous age for Philippine Comics.

After the forum they held a fancy dinner party for a little socializing. There the Consul of Foreign Affairs from Japan spoke as did our very own Ambassador for Foreign Affairs who did a lively and witty speech that would make any Filipino proud .

The following day we went back to Marunouchi Bldg. and Mrs. Matchiko Satonaka talked about the History of manga and Mr. Keiichi Makino talked about the history of animé. Both held very interesting talks. It was entertaining to know that a lot of Japan's early animation works were propaganda material for World War II. There was even a high quality animation film where the character popeye was beaten when he was prevented from eating his spinach. It is said that the war was ending at the time and only a few people were able to watch it, but one of those who did watch it was a boy named Osamu Tezuka, creator of Astro Boy and the man hailed as "Kame no Manga" or The God of manga.

All in all, the forum was a tremendous success. We established friendships,exchange ideas and learn many things from each other. I salute the great people with whom I was prividged to meet. It was truly an honor to have participated in this event.

Mr. Palabay at the 6th Media Arts Festival ▶



Keynote Talk Session

"Animé – The border-crossing Talent and the Future"

Moderator
Yasuki Hamano
Associate Professor, The University of Tokyo

Born in 1951. Graduated from the International Christian University, College of Liberal Arts. International Christian University, Graduate School, Doctoral Course, Latter term, Left school after obtaining credits. Nilgita University, Faculty of Education, Media Education Development Center. Currently, Assistant Professor, Graduate School of Frontier Sciences, University of Tokyo. Specializes in media studies. Involved in research and development work regarding the contents industry and production. Whew! A well accomplished man and real friendly to boot! He was also involved in some Kurosawa projects and is a member of the board of Ghibli Musuem. He was kind enough to help us skip the 3-6 month waiting period for tickets! Thank you so much!

Authored: "The Business Expressions", "What Tokyo Forgot and Left Behind: The Showa Era as Depicted by the Art Director of Kurosawa's Movies", "The Century of the Media", "The Shock of the Digital Revolution", "The Multi-media Mind" and "The Media as Ideologies".

Speaker
Yoshiyuki Tomino
Animation Creator/Director

Born in 1941. Graduated from Nihon University, College of Arts. Joined Mushi Production Co., Ltd. after graduation. Was in charge of animation choreography for "Tetsuwan Atom (Astro Boy)" and other animation works. Later, worked as a freelancer on many animation works including "Mumin", "Kyojin no Hoshi" and "Dokonjo Gaeru". Debuted as director with "Yuyake Bancho". After the completion of the TV broadcast of "Kido Senshi Gandamu", the work was screened in movie theatres as a popular trilogy, causing a sensation. Recent works include "Buren Pawado", "Turn A Gandamu" and "Gundam Seed". Mr. Tomino is very perky in person, always smiling, very easy to talk to and always wears a cap even with his business suit!

Speaker
Susan Joliffe Napier
Professor, University of Texas

Born in 1955. Obtained Ph. D from Harvard University Graduate School. Assistant Professor at the University of Texas, 1984-1985. Assistant Professor at Princeton University, 1985-1986. Assistant Professor at the University of Texas, 1986. Currently, Professor and Mitsubishi Heavy Industries Chair in Japanese Studies, University of Texas. Specializes in modern Japanese literature. Awarded GSAS Merit Fellowship from Harvard University, 1980-1981. Awarded a grant from the Japan-United States Educational Comission (the Fulbright Program) and visited Japan for research work on modern Japanese literature, 1987-88. At first she was criticized by colleagues for specializing in such a field considered kitsch. Ater exposing them to the world of animé though, they quickly changed their minds. She's a delight to talk with especially with regards to animé and the sub-culture that comes along with it.

Authored: "The Animation of Contemporary Japan – From 'Akira' to 'Spirited Away".

Symposium A

"Will the 'Japanese-style Animé be available for creative animation in Asia?"

Coordinator
Kosei Ono
Comics and Film critic

Born in Tokyo. Graduated from International Christian University, Division of Humanities, 1963. After working at the School Programs and International Planning and Broadcasting Department of NHK, started concentrating on writing in 1974. Currently, Visiting Professor, School of Asia 21, Kokushikan University. Director, Japan Society for Studies in Cartoon and Comics. Member, Association Internationale du Film d'Animation (ASIFA). Member, Science Fiction & Fantasy Writers of Japan. Adjudicator, ACA Media Arts Festival, Animation Division and Comic Division. He was able to meet the late Tony Velasquez, the man who is considered to have made the first Filipino comic strip. One of the highs I got from the trip was when he commented that Culture Crash looked better than most Japanese manga or comics.

Authored: "Wanna Be the Batman", "The World View According to Donald Duck", "The Animations from China", "Osamu Tezuka", "Asian Comics", "Christmas in the Galactic Federation".

Panelist
Shinichi Suzuki
Representative Director, Studio Zero, Animation creator

Born in 1933. Graduated from Chofu Junior High School, Shimonoseki, Yamaguchi Prefecture, 1949. Joined Otogi Production, 1956. Left Otogi Production, 1963. Founded Studio Zero, 1963. Main animation works include: "Pa-man" (1967), 'Kaibutsu Kun' (1968), "Warau Se-rusuman " (1992), 'Mina no Egao" (1993).
Official posts: Member, Japan Animation Association. Member, Association Internationale du Film d'Animation (ASIFA). Adjudicator, ACA Media Arts Festival, Animation Division and Comic Division.

Panelist
Dwi Koenoro
Indonesia: Film Director, Cartoonist, Animator

Illustration and Graphic Department of THE INDONESIAN INSTITUTE OF ART.
Film Director Cartoonist, Animator KOMPAS-GRAMEDIA GROUP Heading of Production Department of GRAMEDIA FILM Cartoonist PANJI KOMING/Cultural editor Participant of The Animation Film Festival, HIROSHIMA 94, Hiroshima Japan. Established THE INDONESIAN ANIMATION ASSOCIATION (ANIMA). Chairman of THE INDONESIAN FILM MAKER ASSOCIATION (KFT) (1994-1999) Jury and Curator for INDONESIAN COMIC & ANIMATION FESTIVAL.

Panelist
Hassan Muthalib
Malaysia: Film & Animation Director,
Scriptwriter and lecturer in Film & Animation

Born in 1945. He started his career as a Commercial Artist & Window Display-man in a department store in 1964. In 1968, he became a Graphic Designer in the Malaysian Government Film Studios (Filem Negara Malaysia) where he designed film titles, animation & set design. He won an award for BEST VISUAL EFFECTS for the animation he did for a Malaysian feature film. After retiring from government service with the post of Head of Design, he freelances doing animation & lectures in some of the top colleges & universities in Malaysia in the field of film & animation.

Symposium B

"Manga: A Japanese Originality with an allure for foreign peoples"

note: Mr. Palabay was a panelist here but preferred to no longer be written about since you readers are already familiar with him.

Coordinator
Machiko Satonaka
Comic Artist

Born in 1948. Awarded the first Kodansha Rookie Comic Award for "Pia no Shozo" at the age of 16. Became a professional cartoonist while still in high school. A truly generous individual with phenomenal talent.
Main works include; "Ashita Kagayaku" (1972), "Ariesu no Otome Tachi" (1973), "Umi no O-rora" (1978), "Aijin Tachi" (1985) and "Tsuru Kame Warutsu" (1997)
Official posts: Managing director The Japan Cartoonists' Association, Secretary-General, Comic Japan. Steering committee member ACA Media Arts Festival. Committee member Copyright Committee, Culture Council, Agency for Cultural Affairs. Trustee, Computer Graphic Arts Society.

Panelist
Keiichi Makino
Cartoonist, Professor, Kyoto Seika University

Born in 1937 in Toyohashi, Aichi Prefecture. Awarded the 13th Bungei Shunju Comic Award, 1967. Political cartoon works serialized in Yomiuri Shimbun for about 15 years from 1976. Awarded the Excellence Award from Japan Cartoonists Association, 1973. "Seburu Magazine" Award at the Simabi international Cartoon Exhibition, Turkey, 1979. Ancona International Sports Cartoon Biennale Exhibition, National Minister Award, Italy, 1984. Participation in the planning and Selection Committee member, "Comic Koshien", Kochi Prefecture, August, 1992. Department of Cartoon and Comic Art approved in Faculty of Art, Kyoto Seika University, 2000. Professor Story Comic Course. Head of the Institute for Comic Studies, Organization for Human Contact in Hieizan Mountain, Kyoto Seika University, July, 2001. Japan Society for Studies in Cartoon and Comics established as a part of the operation supported by the Institute for Comic Studies, 2001. Secretariat General of the Japan Society for Studies in Cartoon and Comics.

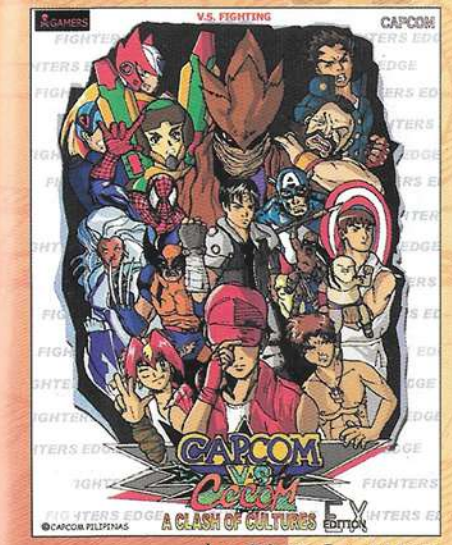
Panelist
Tesunosuke Inaba
Cartoonist

Born 1983, graduated from Tokyo Institute of Polytechnics, Faculty of Engineering, Image Engineering. Created many complete-in-one-issue comic stips as a Cartoonist. Serialized comic works in Weekly Shonen Champion and Monthly Shonen Champion. 2002-2003, Direction of a comics course of a vocational school. Direction of the newly established comics course of a Thai multi-media vocational school. Lecturer on manga in Thailand, Direction at a comics publishing company. Currently working on the "Fiction/Character Creation" textbook of a vocational school and "Manga Study Book", a book on how to create cartoons.
Main books: "The Environment White Book 1995 With Cartoons", "The Environment White Book 1996 With Cartoons", "The Manga Introduction to Windows: All Your Problems Are Solved!", "Papals Beginners Book"
Other activities: Creation of continuity for satellite broadcast CM draft, Direction/Graphics creation/Scenario writing/Continuity creation/Choreography for the creation of games (PC engine, Super Famicom, 3DUO, winCD-ROM, etc.)

Panelist
Oros Truskosee
Thailand: cartoonist

Born in Bangkok, Thailand March 16, 1978
Learned painting at Phor-chang Institute in Ratchamankala, and learned visual communication from Susan Dusit. An all around cool guy with great artistic gifts.
Main works and activities:
2001 Worked for the Gualtone Weekly
2002 Tub Saming Pluy (The Dark Warrior), a short piece
2003 Long•Pri (The Jungles Secret)

CCCOM GRAFFITI



LOYd PERSEUS AYO

OLIVIA CRUZ

RUBEN dE VELA

AARON JAMES MONGCOPA

We are continuously shocked by the quality of fanart we get from you!

It just takes our breath away everytime. Keep sending them in folks! We find great inspiration each time you do! Plus, there's no better way to show us your work than sending in fanart!

Please send them to:

Culture Crash Comics
67 Gen. Ordoñez St.
Marikina Heights,
Marikina City 1811

or to:

fanart@culturecrash.com

Note: Fanart must be no bigger than 8.5"x11". Those submitted by e-mail must be no bigger than 300KB. One attachement per e-mail. Zipped files are highly recommended.

JEARUM CASTRO

MICHAEL SELUdO

JE SSE

JACKLYN LYM

Anime Quest 2003

April 25 - 27
Megatrade Hall 2
SM MegaMall

Third Time's the Charm?

By The Otaku Tourist

▲ Paine, Yuna and Rikku from Final Fantasy X2, crowd favorite cosplayers

Anime Quest 2003 was held from April 25 to April 27, and hundreds of loyal anime fans trooped once more to the Megatrade Hall 2 in SM Megamall. It was a smart move to return to the site of the first Anime Quest, since an event as highly anticipated as this, that generates such great expectations, deserves a huge venue.

There was a fair number of booths. Naturally, there was the Questor Magazine booth, where you could buy t-shirts, caps and posters, get subscriptions, or sign up for the Anime-Club. There was the Questor retail outlet where you could buy current and back issues of Questor Magazine, and the premiere issue of their sister publication Questor Extreme Mangamania (Hey, that's my story in there! Hee.) Event sponsors Corel, PLDT and Smart had their booths showcasing their various services. Smarty Toys was selling yoyos, Gundam models (half price!) and other anime merchandise while Magnavision was selling their anime VCDs. You could attend lectures on animation at the Toei booth or check out Ragnarok, the #1 MMORPG (Massively Multiplayer Online Roleplaying Game) in Korea, at the Level Up! booth. There were two food vendors: 'Tizers and a hotdog stand. Finally, there was our very own Culture Crash booth, where faithful fans were able to get their hands on the much awaited issue 10 plus merchandise, TXTube giveaways, and some promotional posters.

There were plenty of contests including the Battle of the Bands, the Diorama contest, the on-the-spot Drawing contest courtesy of the nice people from Corel (with first place going to our very own Taga-Ilog), the Interpretative Dance ('twas sweet to see this contest, my "baby"), the Sing-Alone contest, the 2-ball competition, the Sakuragi Dunk-alike contest (with third place going to our very own Jon Zamar), and of course, the main event, the Cosplay.

Competition was tough with 139 participants showing a good spectrum of anime genres, and even some wayward characters like Akasha from the movie Queen of the Damned, and Cobra Commander from the G.I. Joe cartoon. Strangely enough, there were no giant mecha or j-rock/j-pop idols this time around, unless you count the awesome trio of YuRiPa from Final Fantasy X-2. Incidentally, Final Fantasy could have been the theme for the event as there were several Aurons, Lulus, Rikkus, Yunas, and Tiduses (or should that be "Tidi"?), and even Dr. Aki Ross from the movie Final Fantasy: The Spirits Within.

▲ The Dark Knight Strikes Again! Este, Femtopala from Berserk

▲ Our very own Taga-Ilog draws a crowd while participating in the Drawing contest at the Corel booth.

▲ The fantastic Final Fantasy X people reaped four awards: Tidus for Best Male, Yuna for overall Third Place, Lulu for overall Second Place, and Best Group!

▲ The Level-Up! booth featuring Ragnarok, the #1 MMORPG (Massively Multiplayer Online Roleplaying Game) in Korea

However, if you weren't involved or interested in the contests or the activities on stage, you could get bored. The campy but charming performances of the Questor Anime Band used to fill the awkward gaps but unfortunately they were touring Europe or something, leaving Mang Tom their sole representative. Projecting the upcoming series on the big screen in between activities was okay too. But if you were looking for something else to do once you had given everything the once-over, you were out of luck.

I thought they would bring back the anime history exhibit and the dubbing booth. Despite their immense popularity, these booths had to be left out of Anime Quest 2002 because of the Glorietta 1's limited space. But now that they've returned to the Megatrade Hall, it would have been nice to see these booths again, instead of all that empty space. I understand the reason for the large empty space at the right side of the hall, though. In response to complaints from past events, that area was cleared for the convenience of the cosplayers so they could have a place to assemble, touch up, rehearse, pray, whatever. That's cool, worrying about our cosplayers' welfare. I sincerely hope that Anime Quest 2003 was enough of a success in the organizer's books to justify holding the event again next year. It would be a terrible blow to the anime community and the industry to lose one of its major annual events.

The Powerplant Enters the Anime-Zone

By The Otaku Tourist

K-Zone, the magazine Where Kids Rule, had its first ever anime-themed affair on Saturday, April 26, 2003. It was called the Anime-Zone, and it was held at the courtyard area of the Powerplant Mall in Rockwell.

There were many cool activities to participate in. There was the Face Painting table, where you could get images of your favorite anime characters painted on your face and arms. There was the Caricature table, where a pair of talented artists drew your portrait in the anime style. Boys had their likenesses placed onto the body of Takao from the series Beyblade, while girls had theirs placed onto the body of Sakura from Cardcaptor Sakura. Both these tables were immensely popular and always had eager kids lined up.

There were plenty of games to join like the Anime Dares game, the Art Workshop *slash* Contest, the Beyblade tournament, the Bring Me game, the Crush Gear Turbo tournament, the Hot Wheels racing contest, and the MegaBlox building contest.

The two highlights of the day were the Trivia contest and the Cosplay contest. Practically all the kids present joined the Trivia contest, looking to test their anime knowledge against one another. Because of its unexpected popularity, the Trivia contest had to be divided into several elimination rounds throughout the day, culminating in a landslide victory by the team of Erin and Giorgio.

In the Cosplay contest, seven daring kids paraded on stage dressed up as their favorite characters. A brother and sister duo sported their karate gi as Cartoon Network's Samurai Jack. Four cousins formed the cast of Beyblade, with matching props of course. But the obvious winner was Miranda who came as Elie, the amnesiac female lead from Rave.

Rounding out the tables were the vendors selling assorted merchandise like toys and other magazines. There was also a buffet table serving complimentary finger foods, a nice touch for special guests (or cheeky fellows like me).

Loads of prizes were given away to winners and non-winners alike, including certificates, gift packs, toys, and cash. Not bad for a small afternoon event with no entrance fee. Granted, older anime fans would not have enjoyed themselves as much since this event, with its many fun activities and games, was geared towards a younger audience.

Next time, we hope to see even more kids enter the Anime-Zone!

RAGNAROK ONLINE RPG™

by J.L. Palabay

Did you notice the free CD? Bet you did, anyway packed with this issue of Culture Crash is the game Ragnarok Online, FREE!* Who's responsible and what exactly is Ragnarok Online?

Ragnorok Online (RO) has been described as an animé-styled Everquest, it is also what we classify in the gaming world as a Massively Multi-Player Online Role-Playing Game or MMORPG. Either way it's a mouthful isn't it? Well, it's a big phrase, which is fitting since this category of gaming has quickly become big business except for bandwidth-challenged countries including most of the Philippines. That promises to change thanks to LEVEL-UP, a company deadlocked into making on-line games as common as Network Gaming.

LEVEL-UP is backed by some heavy hitters with heavy connections (e.g. Ayala Corp. EMI records, etc.) and so far everything they have planned is promising. In fact they have already prepared a localized server for online games. Upon formal commencement of their operations, they will be able to handle a maximum of 10,000 users at any given time. And because the server will be exclusive to the Philippines, it promises to solve or at least minimize lag or delayed response during game time.

From what we understand, the game and online service will be completely free from June up until August. After that they will consider adding more servers and of course be asking players for payment in the form of Pre-paid cards. So far the rates they're talking about are Php 100 for 1Week Unlimited to Php350 1 Month Unlimited. By our consummation, we consider these to be within reasonable range.

Until then though, all you really have to worry about is playing this game. So get that CD in your computer, get on-line and start playing the game! Because you have at least three months of day-in, day-out totally free game time!

*Distribution was maximized to Metro Manila and Major Cities only, since access to the game is still limited in the provincial areas.

**Beta means test version.

The Game

When I first saw and heard about Ragnarok Online I felt a bit skeptical with the whole concept. But one of the first things that did immediately appeal to me were the graphics. It's basically highly-detailed 2-D sprites populating lush 3-D environments with anime-inspired looks; a combination I always like seeing in Role-Playing Games (RPG).

During my first few tries logging on to the International Beta** version, it seemed that my earlier doubts were well-placed. Playing the game for the first time can be a daunting experience; we highly recommend going through the tutorial sessions starting with the nutty Leo Von Frisch and his campy Korean English. He will keep surprising you with "unexpectable" questions so make sure you listen to him! (Level-Up tells us that they will be fixing the English for the Philippine version though. I'm almost sorry, since the goofy English were some of the highlights during my first few hours of game-play).

Merchant – a job class that's never been really offered much in RPGs. It's a very interesting job and surprisingly popular in the Korean and International version. You concentrate on trading and making money more than anything else. But you do still have to fight if you want to level up. To become a merchant, you'll have to find the merchant's guild at the town of Alberta and pay 1000 zenys. You'll be asked to do a delivery. Make sure you write down the serial numbers properly because this is important. Can become blacksmith at job level 40.

Acolyte – The underdog of RO, but probably the most sought after member in any party. Acolytes have loads of support abilities, like heal, raise defense, teleport, etc. Despite having little skills in attacking enemies, they are ideal leaders of a party. (Just make sure you set up the party at even share!) To become an acolyte, you will have to go to Prontera and look for the Sanctuary at the North East and from there ask around for the test/quest. Can become Priest at job level 40.

Character Job Guide

Archer – has the advantage of having the ability to attack from a distance. We recommend that you keep leveling up you dexterity so your archer will hardly miss his/her target. To be an archer you have to be at the asian-styled town of Payon and exit to the North Eastern part of the map towards the Archer's village. Once there head to the North East side and find the Archer's building. From there you will be instructed on what to do. Can become Hunter at job level 40.

Thief - Agile, but low on defense. The thief is also popular because it does multiple attacks with one blow, plus they usually evade enemy attacks. From the town of Morroc, exit to the North West portal and head for the pyramid. Go inside the pyramid and find the thieves guild, after that you will be giving a quest to collect two different mushrooms. After which you may become a thief. Can become assassin at job level 40.

Mage – they may la HP and defense, but th have some of the best attacks (aesthetically a damage-wise) in the ga Plus you attack from a tance like an archer. Yo have to be at Geffen ar find the Magic Academy the North Western part the map. Then talk to t person at the back of th room. Collect what you need to make the requi solution. Be careful or y end up making a compl new one. Can become Wizard at level 40

Graduating from **Novice** to the job of your liking can be time-consuming and exasperating. First you have to reach job level 9 and then find the suitable place to apply for your job. Our first real advice is to always take the tutorials so you at least end up in the home-town of the job class of your choosing.

Swordsman- or swordie as some players put it. The most basic character in any game; usually concentrates more on physical attacks and has the widest range of weapon usage. To be a swordsman, you have to be at Izulde and take the swordsman test at the building located at the westernmost part of the map. Can become a knight once you reach job level 40.

Once you've gone through the tutorial you will be given several job choices. You can choose from being a Swordsman, Acolyte, Archer, Mage, Thief and Merchant. Once you've done that you'll be transported to the city corresponding with your job and then you will be told to do (dramatic pause) ... absolutely nothing. RO is extremely non-linear, you will have to look for helpful NPCs (Non-Player Characters) or ask friendly players how to graduate from being a novice to the profession of your choice.

When you find out that you have to level up a certain level, before you can take the test to become a swordie, mage, etc. you'll find yourself exterminating cute porings, slimy fabres and other lowly creatures. Here's a tip, PICK UP EVERYTHING. You can sell them all later to the shops to earn money. Anyway, you'll find yourself wandering and slashing for hours just to earn the skill to sit. After a while, it all gets repetitive, after all there are only so many ways to walk, slash and kill; ironically it still gets strangely addicting. Playing RO also elicits the competitive fire of a player, because you will see other high-level players doing some really cool and flashy stuff while you simply hack and slash in one utterly monotonous motion. You might also want to level-up enough to get one of those chocobo-like Peco Pecos.

The game truly opens up when you start getting used to the interface and game-play, because then you start exploring and interacting with other players. Remember, all the characters you see moving about are actual people! Like I said, RO is non-linear, the stories, quests and all the wandering will be completely dependent upon you. Make a party, argue amongst yourselves, form rescue units to find, locate and retrieve a lost party member, share your money etc. Hang out at the town plaza and try to sell your old goods and stuff. You can even try to barter items!

You might run into a strange looking samurai guy who'll tell you a secret place to level up and so your party votes to travel the distance. Or you might want to try and get some rare food to domesticate a poring and make a pet out of 'em. Sit down, take a breather and hang-out with other players and chat away. It's just too bad that you won't be encountering players from other countries though, since RO Philippines will be exclusive to our archipelago. Anyway, it is at this point, when you start interacting with other players, that RO stops being strangely addicting and begins to be dangerously addicting. Eating, sleeping, going to school/work, restroom breaks, all become secondary priorities at some point while playing the game. It's soooo bad, and yet so good!

RO is an impressive game overall. It was Korea's number one game for the longest time and was only recently bunked at number 2 despite having been out a little more over 2 years. (They're playing version 3 now.) Currently it is also the number one game in Taiwan and Thailand. As soon as you log-in your first few hours you'll know why. The only real thing that remains to be seen is whether or not Level-up's servers will be able to cope with the player traffic that will surely ensue in the coming months. Because I have to tell you, lagging in RO is freakingly frustrating! The speed of the servers will ultimately be the biggest factor in RO's success.

So what are you waiting for? Install that game, share it with your friends, heck bring it to your favorite net cafe or something, and we'll meet you online! Just don't forget our referral when you register alright? It helps us give more freebies in the future. Ciao guys! I'm off to knock off a few of those Peco-pecos! ■

Beginner Tips

Scavenge in high level places! It's demeaning, but some of those High level players just leave things that low-levelers can really use or sell to make some much needed zeny!

Party up! Joining or organizing a party is very advantageous. You can even share EXP and go up against monsters you usually can't handle alone and level up faster. However, your party members must be within five levels of each other to use the even share feature.

Sell your soul! I know acolytes and priests are supposed to be holy, but you can make a lot of money selling your services to high level players who have little to do with their bucket loads of zeny. Still, be kind to players and heal for free once in a while! ^_^

Buy items from other players! You can get items 15 to 40% cheaper from other players. Most merchants would probably also hang out at shops, they can act as in-betweeners and sell you the items from the shop a lot cheaper. However, for your initial items, don't expect too much of a deal. Not a lot of players will be willing to buy the most basic items.

Useful commands and shortcuts

Alt+Q Brings up the equip menu.

Alt+E Items Brings up the Item menu.

Alt+A Status Brings up the Status menu. This is where you usually distribute stats when you level up.

Alt+S Brings up the Skill menu. This is where you choose what skill you improve once you go up a job level.

Alt+C Creates your own chat room, however, you will probably use this more to sell used items, find party members, or just plain advertise whatever you think of. You may view a chat room, but others view a sort of balloon ad over you.

F10 - toggles your chatscreen

F12 – brings up the "hotkeys" box. Here you can assign commands from F1 to F9 like a skill or use an item at like an apple or potion. Just drag and drop the commands.

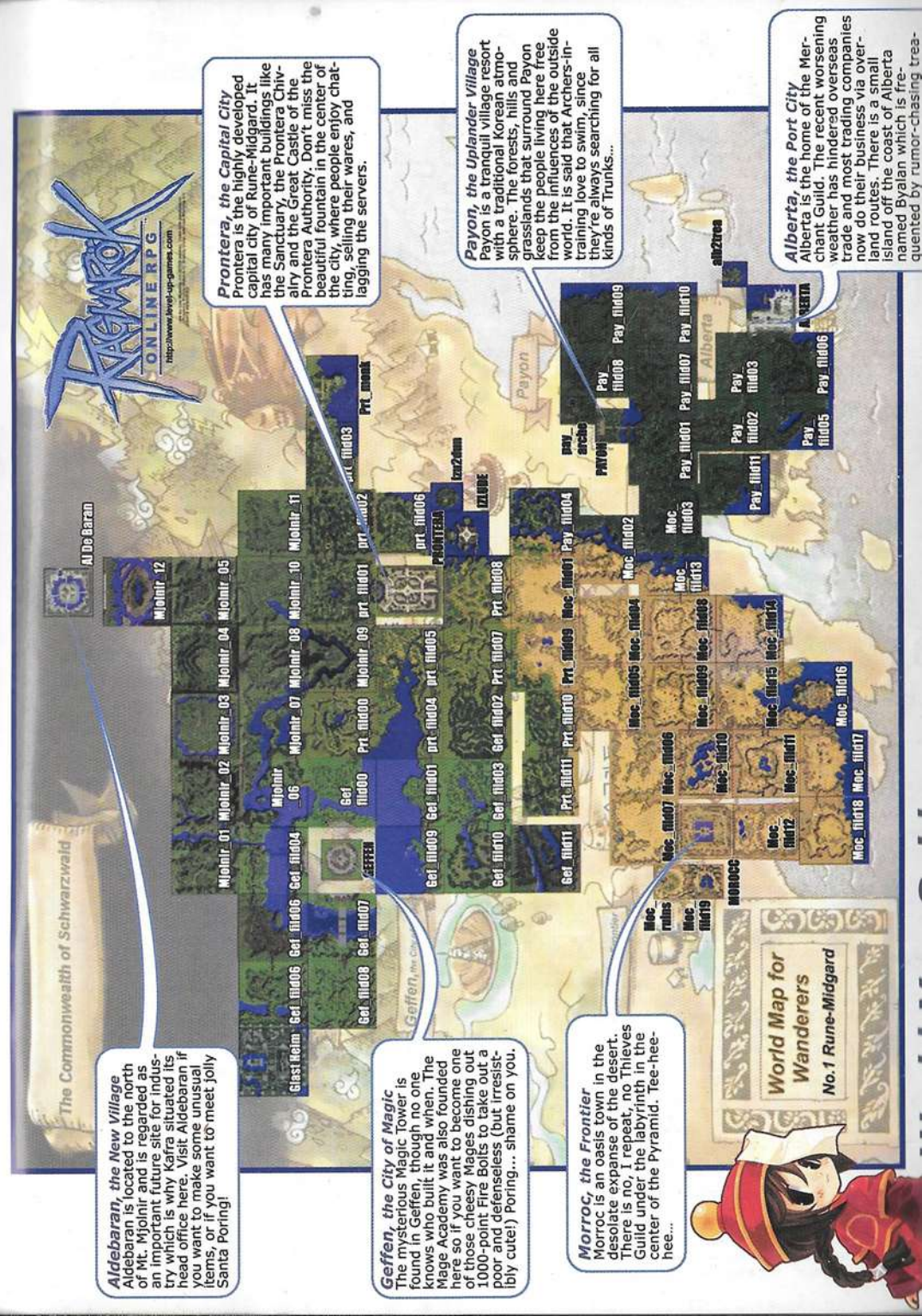
/where - use this command to find out exactly where you are in the map

/organize "partyname" use this to start a party, just think of a call party name

/leave - use this command to leave yourcurrent party.

% - type this before a message to make it a party exclusive message.

insert - use this command to sit and regain HP



流星花園 METEOR GARDEN

An Asian Sort of Invasion?

By Vanessa C. Quilente

A child is separated at birth from his parents. A greedy relative hatches a plot to kill her rich niece. A woman scorned tries to avenge the death of her boyfriend by ruining another woman's life. Meanwhile, this other woman remains clueless about the *contravida's* plan against her, and still believes all the things the *contravida* says. Tragedy, melodrama and non-stop crying fill the television series that Filipinos love to watch.

Along came Meteor Garden, a romantic drama set in a typical high school, but minus the predictable high school story elements – cheerleaders, sports jocks, geeks, etc. What did you expect? Meteor Garden isn't one of your American shows... it's an Asian Invasion! And here in Asia, those things are just not as significant in our culture. Although I must admit, high school wouldn't be complete without popular kids to make the lives of the not-so-popular kids miserable (which in their minds is everybody else).

Meteor Garden comes from Taiwan and stars the famous Taiwanese boyband F4 or Flower 4, namely: Jerry Yan as Dao Ming Si, the leader of F4; Vic Zhou as Hua Ze Lei, the most enigmatic member of the group; Vanness Wu as Mei Zhuo, a loyal friend and the funniest among them; and Ken Zhu as Xi Men, the womanizer. Playing the show's leading lady is Barbie Hsu as the beautiful and strong-willed Shan Cai.

The story revolves around the guys of F4, the richest and most influential group at Ying De University. They are "untouchables" – no one dares to go against their will or they'll give you The Red Tag that makes you the subject of ridicule among all the students. Of course, if *my* parents were the ones who established the school we were all studying in, it would be tempting to act like a goddess too. Very tempting, but then I think of karma... thanks, but no thanks!

Early in the series, Dao Ming Si is scolded by Shan Cai, which triggers the attacks of F4 against her. Dao Ming Si creates havoc in Shan Cai's life when he gives her The Red Tag and she has to run for her life or be beaten to death, literally and figuratively.

But Fate, in one of its cruelest jokes, makes Dao Ming Si fall for Shan Cai! The only problem is that he doesn't know how to show his true feelings, and he is way too much of a warfreak! As expected, Shan Cai despises Dao Ming Si, and is instead drawn to the handsome and mysterious Hua Ze Lei. (Personally, I would prefer Dao Ming Si over him because he is so sweet!) This starts the roller coaster relationship between F4 and Shan Cai, a vicious cycle of unrequited love. When you think about it, it's pathetic... but then again, we don't really know what people are capable of when they are in love. Guess you just have to watch all 19 episodes to get the whole story.

Meteor Garden deals with the average youth's angst, but that's not what it's all about. It also provides comic dialogues and reactions. If one would watch the series closely, one would think that they were watching an animated series, except of course, the characters aren't drawings and their hair comes in realistic colors. Their hairstyles and clothes however are as outrageous as ever. The witty lines and unexpected twists in the story are similar to our favorite anime, the ones that can make us cry and laugh at the same time, the ones that make us swoon with their ever-handsome heroes and gorgeous ladies. I, for one, adore Kenshin Himura of Samurai X and Miaka of Fushigi Yugi.

People shouldn't be surprised that there are similarities between a typical anime show and Meteor Garden since the series was based on an anime – *Hana Yori Dango* ("Boys First Before Flowers"). In fact, some of the scenes from the anime were executed in Meteor Garden.

One thing I know that made Meteor Garden a sure-hit is that Taiwan's hottest boy band top-billed the show. The cast is made up of perfect-looking guys and girls that remind me so much of the hundreds of animated characters that Japanese artists create, like they were anime drawings come to life! It also doesn't hurt that the actors and actresses look a bit like us Filipinos – dark colored hair, fair skin, and chinky eyes. And they are all so hot!

The love triangle between Shan Cai, Dao Ming Si, and Hua Ze Lei is so exciting that any young girl would want to be in her place. You never really know for certain who will end up together. The cute plots mirror parts of our own lives. But then again, I seriously doubt that one of the people I consider my closest friends would try to destroy my life by stalking me and taking pictures of me, just because I'm living the life that she so wanted... or would she?

Meteor Garden is a refreshing break from the foreign and local telenovelas that were smacked right in our faces after *Marimar* gained much popularity. The comic situations and amusing lines are a relief. It is a far cry from the same old stories of revenge, love lost and found, and non-stop drama that is a necessity in all soaps. It has all the right elements that will keep viewers at the edge of their seats: kidnapping, blackmail, an almost-rape scene (which Dao Ming Si planned to scare Shan Cai), and a forced marriage (between Dao Ming Si and the woman his mother likes for him).

The show is so popular right now that everywhere I go I would hear someone talking about Meteor Garden! The fact that it focuses on high school life and young love is a sure way to the hearts of teeners and yuppies. I'm sure many of us would admit that we're hopeless romantics, and that the happiest times of our lives were in high school. Although it's from Taiwan, the story of Meteor Garden is very pinoy.

3

Eye Candy (Visualization process)

The excitement definitely picks up at this stage, oh and please take note: Ilog and Mer usually skips the detailed script process and just go directly to the thumbnails process. This is okay since the visual artist is also the writer. One thing though is that they are more descriptive with what happens in the issue during the editorial meetings.

1. Thumbnails

Rough and basic representation of pages. Drawn proportionally smaller than the actual work that will eventually be made. The purpose of thumbnails is for the editor/writer to have a visual breakdown of the script. From there, revisions for the panel-layout, perspective shots, etc. can be made.

2. Pencils / Inks

Once final edits have been made on the thumbnails, the visual artist is free to do the pencil work and eventually the inks based on the thumbnails. Sometimes, depending on the style of the artist, the inking process is done on the computer. This has been commonly termed in the comic book industry as digital inking.

3. Flat Colors

We use basic color guides to do the flat colors of the comic. From hereon, everything is done digitally.

4. Secondary Coloring

Secondary coloring means the secondary colors like shadows, highlights etc.

5. Digital Painting

You may have noticed that at Culture Crash, we go for that painted-style. We also do that digitally and it is the last part of the coloring process.

6. SFX / Lettering

Again, based on the thumbnails, balloons are placed and the letters laid in. It is also at this stage that we apply the sound effects.

7. Proofing

We usually do print-outs of the finished work and edit them one last time. However, editing at this stage is more limited. Usually on grammatical errors and how a sound effect is lettered. But sometimes we do have some color revisions and on rare occasions even entire pages redone.

Party Time!!! (Post Production)

4

1.Encoding Process

After all is said and done, we flatten out the images and file them as TIFF (.tif) images. There are several reasons why we use this filing system. For one thing, it compresses the image but retains all pertinent color information for the color separation process, unlike the commonly used JPEG (.jpg) that throws out color information for the sake of compression. Although not visible thru the naked eye, a process like this can affect the color separation process.

We also use a lay-out program that organizes the pages for the film output.

2. CD Burn

Once everything is done, we put everything on a CD and send this for color separation services!

by The Otaku Tourist

Sowing the SEED of Gundam

To push the boundaries of space exploration, mankind has had to evolve. The "new type" of humans gained control over their innate but dormant ability to survive rigorous conditions and were named 'Coordinators', while normal humans came to be known as 'Naturals'. Coordinators settled in outer space and formed the Zodiac Alliance of Freedom Treaty (ZAFT). The Naturals stayed on Earth and formed the Earth Alliance.

Many years later, a rift forms and grows between the ZAFT and the Earth Alliance. Coordinators and Naturals become prejudistic against each other. Suddenly, what began as friction over economic policies erupts into open hostility. War breaks out between the ZAFT and the Earth Alliance. This is where ***Mobile Suit Gundam SEED*** begins.

After 1999's ***Turn A Gundam***, Bandai and SUNRISE were very deliberate in creating the next installment in the Gundam saga. The challenge was to make the new series a ***First Gundam*** for the 21st century. This ambitious but exciting task went to director Mitsuo Fukuda (Future GPX Cyber Formula and Gear Fighter Dendo) and producer Fumikuni Furusawa.

Mobile Suit Gundam SEED has been airing since October of 2002, unfortunately it is currently limited to Japan only. Given the series' great showing and the popularity of the entire ***Gundam*** franchise, it will only be a matter of time until it reaches the rest of the world.

Continuing the tradition of Alternate Universe series, ***Mobile Suit Gundam SEED*** takes place in the Cosmic Era Century 70. The ZAFT have taken the lead in Mobile Suit production, but the Earth Alliance are looking to close the gap with the five new Gundams being developed at Heliopolis. Heliopolis is a Productive Location Ally on Nexus Technology (PLANT), owned and operated by the politically neutral nation of Orb. However, Heliopolis is attacked by a ZAFT Mobile Suit raiding party who capture four of the prototypes – the Duel Gundam, the Buster Gundam, the Blitz Gundam, and the Aegis Gundam.

Kira Yamato is a student living in Heliopolis when he gets caught in the middle of the surprise attack. In a bittersweet reunion, he is shocked to meet his former best friend Athrun Zala again – Athrun has joined the ZAFT armed forces and is a member of the raiding party.

Kira escapes Heliopolis aboard the Archangel, the flagship of the Earth Alliance, which also rescued the remaining Gundam. When the ZAFT attack threatens the Archangel and her crew, Kira is left with no choice and joins the fight. As a Coordinator himself, Kira alone is capable of piloting the Strike Gundam. But how can he possibly survive when he is just one battling against four Gundams, and one of them, the Aegis Gundam, is piloted by his old friend Athrun? ■

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Capcom Another Feather in Dreamwave's Cap

images © 2003 Dreamwave Productions

Japanese video game developer Capcom is in collaboration with US-based comic book studio Dreamwave Productions to create an all-new line of comics featuring your favorite Capcom characters.

This exciting new team-up will debut in September with the launch of the Megaman comic book, written by Brain Augustyn and illustrated by Michael Fong. Megaman, or Rockman as he is better known here in Asia, is a small but brave robot fighting against other renegade robots. The release of the comic book coincides with those of a new animated series, toys, and of course, games for the many platforms, all part of Capcom's multimedia celebration in honor of Megaman's fifteenth anniversary.

Capcom is responsible for such great video games as Megaman, Devil May Cry, Maximo, Darkstalkers, and Rival Schools.

Dreamwave Productions' initial offering was the techno-thriller Darkminds released in 1996. In 2002, Dreamwave Productions unveiled their take of Hasbro's Transformers. This cutting edge revitalization, coupled with the worldwide nostalgia for the popular '80s icons, led to record-breaking sales, and established them as a major presence in the comic book industry. ■

Anime's Oldest Boy Turns 40

World-renowned anime character ***Tetsuwan Atom (Mighty Atom)***, also popularly known as ***Astro Boy***, celebrates his 40th birthday in 2003! To celebrate this momentous occasion, both a new TV series and a movie have been lined up. Created by Osamu Tezuka "the God of Manga", the story of Tetsuwan Atom, an atomic-powered robot created in the image of a grieving scientist's dead son, was set in the 21st century, back then the distant future. Decades and several anime versions later, and events have come full-circle with Tetsuwan Atom now returning in the 21st century.

The new TV series entitled ***Astro Boy – Tetsuwan Atom*** began airing in Japan on April 6, 2003 to coincide with the fictitious birthday of the character. Tezuka Productions and Sony Pictures collaborated to produce this latest edition, updating Tetsuwan Atom's adventures using cutting edge animation techniques such as computer-generated images (CGI).

Sony's Columbia Pictures has also announced that they are in the process of developing a Tetsuwan Atom full-length feature film. The movie will be completely computer-animated, similar to ***Toy Story*** and ***Shrek***, and is currently slated for a 2005 release.

In related news, the Osamu Tezuka Memorial Hall finally reopened after a period of refurbishing with the "Astro Boy – Tetsuwan Atom Exhibit". This will run from March 1 to June 24, and boasts rare items like project manuals, illustrated scripts and animation cels dating back to the original Tetsuwan Atom *anime*. The exhibit has many sections with in-depth information on the characters and setting of Tetsuwan Atom, as well as a viewing area where visitors can watch episodes from the various Tetsuwan Atom series. The main attraction is a life-sized Tetsuwan Atom figure that rises out of its glass capsule to the tune of Beethoven's Symphony No.5. This "awakening" happens twice a day on weekends and holidays.

Tetsuwan Atom was created by Tezuka as a *manga* in the 1950's. On January 1, 1963, Tezuka's Mushi Production Co. premiered the black and white anime version on TV, and it was an instant hit. Although strictly speaking, Tetsuwan Atom was not Japan's first TV anime, it was the one that jumpstarted the whole industry. It achieved such popularity that before the year was over, two new studios had joined in the animation business, and by 1965 there were six competing studios. Tetsuwan Atom aired for 193 episodes until it ended on the last day of 1966.

Despite its science-fiction setting, the story of Tetsuwan Atom was able to portray real-life issues such as social discrimination, through the conflicts between humans and robots, and the loss of humanity in exchange for scientific progress – issues which are still relevant in our society today.

Anime fans owe a great deal to Tetsuwan Atom. The animation industry of Japan would have taken longer to evolve had it not been for Tetsuwan Atom's significant role in anime history. It definitely would not have reached the rest of the world when it did. ■

© 2002 Tezuka Productions / Sony Pictures Entertainment (Japan)

Lupin the 3rd Steals Hollywood

Lupin the 3rd, the dashing gentleman thief created by Kazuhiko "Monkey Punch" Kato, is poised to become the next big Hollywood star. The popular manga and anime character will be appearing in a live-action movie courtesy of Oscar-winning producer Gerald R. Molen who has acquired the film rights. Molen has been in the film industry for well over 45 years, and is best known for his work on films like Schindler's List and Jurassic Park.

Many elements of the film, including the story itself, have yet to be developed. Nevertheless, Kato is excited about the idea of bringing his beloved characters to the silver screen, "I'm so thrilled I could fly. I want the film to continue as long as the 007 series." He has also said that he will not get in the way of the film's production, as long as the five main characters – Lupin, Jigen, Goemon, Fujiko, and Detective Zenigata, are present in the Hollywood adaptation.

Some have expressed fears that subtle and unique nuances may get lost in the translation from one medium to the other, but Molen was quick to allay these, "One thing we're not going to do is change anything that has been so brilliantly laid out before over 30 years. We don't want to... go against the integrity of Lupin the 3rd and what it is understood to be, especially in this country."

Lupin the 3rd began in 1967 as a manga and follows the misadventures of master thief Lupin and his associates – sharpshooter Jigen, samurai Goemon Ishikawa, and femme fatale Fujiko Mine, while being pursued by the incompetent police inspector Detective Zenigata. Since then the story has inspired 3 animated TV series and several animated movies, and was recently added to Cartoon Network's programming line-up in the US. ■

© Monkey Punch / TSP

The Multimedia Matrix Experience

by The Otaku Tourist

The Matrix Reloaded, one of the most highly anticipated films of 2003, has come and gone, leaving in its wake an ocean of mixed feelings. Many fans, including myself, thoroughly enjoyed the fantastic action sequences and the escalation in the storyline. However, many others were hoping that this sequel to the 1999 blockbuster The Matrix would once again revolutionize movie-making. Most significantly, the first film introduced "bullet time", the special effect which has since been used and abused in hundreds of ways, from the video of A-1's Take On Me remake, to Onemig Bondoc's Oishi TV commercial, to Rudy Fernandez's entry to the Metro Manila Filmfest.

Alas, Reloaded unveiled no new techniques, although there were advancements and variations in the applications of existing special effects. I'd like to point out that the kung-fu fight scenes did indeed take a step forward from unarmed to fighting with weapons, and not just swords too but all sorts of archaic martial arts weapons. I must agree however that many of the computer-generated (CG) effects looked too fake, particularly during the "burly brawl" between Neo and the hundred Smiths.

I think the reason so many viewers were left unsatisfied is that they set their expectations too high. Granted, this film is heavy with philosophical elements, and the creators the Wachowski brothers clearly did their research, but Reloaded is first and foremost an action movie. You shouldn't go into the theater expecting a profound masterpiece of cinema.

Furthermore, we mustn't lose sight of the bigger picture that the Wachowski Brothers are putting together. It would be wrong to judge Reloaded just by the movie since it is, true to its high-tech premise, actually a multimedia phenomenon. Along with the movie, which is of course the centerpiece, there is the Animatrix DVD (see sidebar) and the Enter the Matrix computer game. Although you will understand the movie just fine (except maybe that exchange between Neo and the Architect) without these other pieces, your awareness and appreciation of the entire Matrix story will be greatly enhanced with them.

Now its time to dig in for the long wait for The Matrix Revolutions. The trailer at the end of the Reloaded credits has stirred up speculation all over again. We here at the office have come up with several theories – Neo is now "networked" with Central Programming due to his visit to the source, hence his control over the Sentinels; the former Agent Smith has come to like being human and will play a pivotal role in defeating the Machines; and Morpheus dies although it won't come as a surprise since it had already been revealed to him by the Oracle's prediction, it may also be why he may have broken up with Naobi in the first place. The Matrix Revolutions opens worldwide simultaneously on November 7.

The Animatrix Episode Guide

On June 3, Warner Home Video released The Animatrix DVD, which showcases nine animated short films set in The Matrix world by the most talented anime creators today. For three years, the Wachowski Brothers worked with animation studios from Japan, Korea and the US to bring these concepts to life. Here's a rundown of the nine stories, and their respective creative teams...

The Final Flight of the Osiris
Written by: Andy and Larry Wachowski
Directed by: Andy Jones (Final Fantasy: The Spirits Within)
Animation and Production Design by: Square USA, Inc.

While on patrol, the crew of the hovercraft Osiris discover a terrible plot by the Machines. But before they can get word to Zion, the Sentinels attack! Meant to be a direct prelude to Reloaded, The Final Flight of the Osiris, was shown in theaters, headlining the science-fiction thriller Dreamcatcher.

The Second Renaissance Parts 1 &2
Written by: Andy and Larry Wachowski
Directed by: Mahiro Maeda (Blue Submarine No. 6)
Animation and Production Design by: Studio4°C, Tokyo

These two short films tell the history of the Matrix, taken directly from Zion's archives. Witness the events that led to the war between humans and machines, man's eventual defeat, and the creation of the Matrix.

Kid's Story
Written by: Andy and Larry Wachowski
Directed by: Shinichiro Watanabe (Cowboy Bebop: The Movie)
Animation and Production Design by: Studio4°C, Tokyo

The Kid receives a personal invitation to escape the Matrix, from none other than The One himself. Keanu Reeves lends his voice to this story. The character of The Kid was first seen in Reloaded although this story happens before then.

Program
Written and Directed by: Yoshiaki Kawajiri (Ninja Scroll, Vampire Hunter D)
Animation and Production Design by: MADHOUSE Studios, Tokyo

Inside a training program simulating feudal era Japan, Cis is confronted with a difficult choice: stay with her fellow freedom fighters or follow the man she loves.

World Record
Written By: Yoshiaki Kawajiri
Directed by: Takeshi Koike (Wicked City)
Animation and Production Design by: MADHOUSE Studios, Tokyo

In the Matrix, Dan is a champion sprinter, until one day his intense competitive spirit enables him to escape the Matrix.

Beyond
Written and Directed by: Koji Morimoto (Akira)
Animation and Production Design by: Studio4°C, Tokyo

Yoko finds an abandoned mansion where the laws of reality cease to hold sway, and the impossible becomes possible. This anomaly draws Agents to the once quiet town.

Detective Story
Written and Directed by: Shinichiro Watanabe
Animation and Production Design by: Studio4°C, Tokyo

This short film has a crime noir feel as Private Investigator Ash is put on the trail of the mysterious fugitive Trinity. Carrie-Anne Moss lends her voice to this story.

Matriculated
Written and Directed by: Peter Chung (Reign: The Conqueror, Aeon Flux)
Animation and Production Design by: DNA, Seoul

Freedom fighters have captured one of the Machines and are able to reprogram it to fight on their side. But its behavior grows stranger the longer the robot associates with humans.

The Animatrix DVD also contains profiles of the creative teams, behind-the-scenes looks, audio commentaries, a trailer for the Enter the Matrix computer game, and even a feature on the history of anime.

COMICBOOK SPOTLIGHT

ANG KAGILA-GILALAS NA PAKIKIPAGSAPALARAN NI

ZSAZSA ZATURNNAH

Welcome to the drama that is the life of Ada, a twenty-something gay beautician hailing from the boondocks of some generic far-off province. Along with his/her ever-faithful assistant and best friend Didi, she runs a beauty parlor that just happens to sit right across the sari-sari store of Dodong, a young handsome manly man to whom Ada harbors secret affections to. But of course, what hope is there for a gay person to be loved by such a man?

Then one fateful night, a rock drops from the heavens and goes through Ada's roof, landing right smack in the bathroom interrupting Ada's soul-searching singing shower performance. After much persuasion by Didi, Ada swallows the dreadfully large spiky rock and transforms into the voluptuous (and very female) heroine, ZSAZSA ZATURNNAH!

And so, with little fanfare Ada/ZsaZsa starts to face off adversaries worthy of her superhuman abilities, from a giant frog, to mumus (Zombies) to the highly sophisticated Amazonistas from Planet X. ZsaZsa fights the good fight alongside his/her friends. Underneath it all, it's classic good vs. evil, but it's really something you have to read and enjoy yourself, and not something I can tell you about in this short review.

Carlo Vergara's work on Zsa Zsa is simply phenomenal! I was really impressed with how he drew the characters to look goofy one panel and realistic the next. His transition between the two styles was so fluid, which I guess speaks volumes of his skills as a storyteller. The stylish Amazonistas were just drawn so perfectly! I especially enjoyed their transformation sequences in the second book.

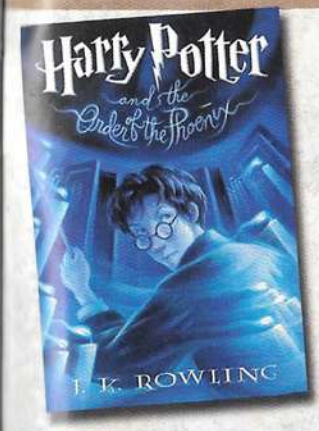
The story itself is very Filipino. Carlo's comedic portrayal of a small and typical provincial town was of particular praise. The characteristic religiosity o the Filipinos, the *usiusero* culture, *bayanihan*, etc were all well played out. Although some of the jokes are just so umm... GAY!!! Straight individuals beware! You may just find yourself in a state of constant culture shock while reading Zsa Zsa Zaturnnah. Open-minded people need not worry, just laugh yourself out. And please, we do NOT recommend this title for minors.

It is no coincidence that Zsa Zsa may remind you of Darna, since it is a spoof and somewhat of an homage to the legendary creation of Mars Ravelo. However, behind its comedic facade, Zsa Zsa carries it's own unique inspirational message that when truly understood, goes beyond its base material.

I do have a few minor complaints with Zsa Zsa, bu they would probably border on nit-picking. Overall it is a great and entertaining title, but again, don't take it from me, get yourself a copy and check it out yourself!

Php120.00 / US$3.95
78 black & white comics pages
Two Parts / Written In Filipino
Suggested for Mature Readers
Available in Comic Quest Branches

FIFTH HARRY POTTER BOOK FINALLY HITS SHELVE



If you've been itching a long time to read the next installment in the Harry Potter book series well then wait no further! After several delays, Book 5 is finally a sure fire release this June 21, 2003. Amongst the hottest info going around the net about the new books are:

- A Defense Against the Dark Arts teacher that rivals Professor Snape's malicious personality.
- A disgruntled house-elf
- Ron as the new keeper of the Gryffindor Quidditch team
- Harry and his friends take their end-of-term Ordinary Wizarding Level exams (OWLS).

This statement was also released by the Publisher:

"We are thrilled to announce the publication date. Harry Potter and the Order of the Phoenix is absolutely superb and will delight all J.K. Rowling's fans. She has written a brilliant and utterly compelling new adventure, which begins with the words:

"The hottest day of the summer so far was drawing to a close and a drowsy silence lay over the large, square houses of Privet Drive....

The only person left outside was a teenage boy wh was lying flat on his back in a flowerbed outside number four.

"Later in the novel, J.K. Rowling writes:

"Dumbledore lowered his hands and surveyed Harr through his half-moon glasses. 'It is time,' he said me to tell you what I should have told you five yea ago, Harry. Please sit down. I am going to tell you everything.'

-Barbara Marcus, President of Scholastic Children's Books in the United States, and Nigel Newton, Chie Executive of Bloomsbury Publishing in Britain

Harry Potter and the Order of the Phoenix is over 2 000 words compared with over 191,000 words in Harry Potter and the Goblet of Fire. The new book 38 chapters long, one more than Harry Potter and Goblet of Fire.

Ahhh.... Yes folks, this book is actually THICKER tha book 4! More magical goodness for us Harry Potter fans. Better secure your copies early kiddos, this is book that's been long in waiting.

LETTERS to the Staff

Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 67 Gen. Ordoñez St. Marikina Heights, Marikina City 1811

Dear C3/CCCom (or whatever is your other name),

Again, you lived up to your moniker as the Philippines' Premiere Comic Magazine in issue #10, which was totally a special issue. But why was it a special issue? Is it because of:

a. The heart-pounding, six-month lasting kissing of Jun and Clarissa.
b. The revelation of Charen's dark past.
c. The humorless but fantastically written episode of a squidball (or fishball?) who thinks in English,
d. The standout scene between the gun-shooting Whompers and the quite powerful spot.
e. The advertisements' first appearance in Culture Crash?

I don't know the right answer,but when I did see the quality of issue 10, I said to myself, "Man, I can't wait till this costs P500." I'm still glad it's going back to Php 85 though!

I went to C3 the Con last (Dec. 21st) December 21st at exactly 7 in the morning or a few minutes after 7. I was looking forward to have a free Tammy so when I saw this long line, I hurriedly went down to Comic Alley to buy a ticket. But when I have entered the hall and went to the booth that gives free Tammys, they said I should have that other ticket that I was supposed to have if I bought my ticket on the booth outside the hall! So much for waking up early. Still, one of my finest moments there was meeting you guys.

Another thing is, I thought CC Com is released bimonthly. Issue no. 9 was sold way back in November '02. With this, I came up with 10 reasons why you ran books so late.

10. Benjo says, "Kapag matagal mong hindi nakita, mas lalo mong mamahalin."
9. Employees suspect James a S.A.R.S carrier after his recent overseas trip.
8. Even Palabay gets tired of writing the slow, torpe Jun.
7. It took two months to count C3 Con's profits and three months to pay for the giant tamaraw.
6. Memer began selling cats, Beltran started a butterfly sanctuary business, while Taga-Ilog sells kikiams in Pasig, only to be arrested by MMDA Chairman Bayani Fernando.
5. CCCom was sued by the Pasig City Local Government. Japanese entrepreneurs get confused with the City and the manga.
4. Guiness Book of World Records liked more the giant tamaraw, Tammy rather than the Marikina's enormous leather shoe.
3. Early employees at CCCom Marikina Offices demand for a free Tammys.
2. The Marikina Fault line lies underneath the CCCom offices. It moves every two seconds thus causing erasures, typos, and other hindrances in processing a comicbook.
1. Two words: Taga-Ilog, Diarrhea.

Whoa! I feel like I can write a mag for you guys. Thanks guys for waking my weary 17-year old mind again. Thank you for brightening my day. Thank you for the C3 Con that showed me what pampered, spoiled rich girls do with their allowances. Thank you for the stories that somehow implies advice on me. Thank you for all! Did I say thank you already? Thanks!

Hoping Dante becomes gay,
Jerald T. Uy
Makati City

Great letter Jerald! By the way, sorry about the giveaway mix-up. Our organizer was responsible for the screw-up and we ended up giving away about double the planned giveaways. Sorry you weren't there when we decided that on the booth! The staff found out a bit late. We wish to truly apologize to everyone of the error, we did what we could do alleviate the problem, we thank you for your understanding.

Hi there Culture Crash staff,

Sent you a letter because I want you to know that I was really impressed with the last issue you made – CC#10. Indeed it was a monster issue (considering its price increase). That Ilog! I knew he was really talented. His style in making *Multo ng Nakaraan* (viewing Dante as the ghost slaying Charen) is comparable with the artworks of Tetsuya Nomura (who draw drafts of Final Fantasy characters). ODID – more colorful than before. Cat's Trail still gets more and more exciting. While Kikiam has its unique Pinoy-style of drawing. I also find Dennis M.'s One Day, Isang Arcade sa Pasig enjoyable. It was very creative at the same time humorous.

Well concerning side reviews that made up the informing game (FFX-2) and anime (GTO) articles, it would be great if you could also add interesting info about books (novels) or comics in addition to your reviews. Figurines are cute and fanatics would like some. Frankly speaking, I'm just concerned in increasing your sales.

It's actually my first time writing to you even though I've been collecting CC since your very first issue. I'm proud to say that I have every issue ever published. Still here waiting for late-released issues and your apologies, rest easy guys, I still love CC!

Keeping in touch,
Christian the gatekeeper
Pasig City

Hi! Hello!

To the staff of this wonderful, colorful, beautiful, fantastic, 'd best and coolest comic magazine I've ever read! Sa wakas nakabili na rin ako ng Culture Crash! Ang saya-saya ko talaga! Bakit kasi ngayon lang nagkaroon dito sa Urdaneta, yan tuloy 'di ko nasimulan yung story the ODID and others.

Actually, noon ko pa alam na may CC kaya nga tuwing pumupunta ako sa mall e tinatanong ko kung meron na sila kaso palaging wala... D'yan pa lang yata sa Manila e ubos na kaya di na nakakarating dito. Pero ngayon nakabili na ko CC! Monthly na ako bibili nito. Promise! (Sana lang hindi ako maubusan) Ngayon pa na nalaman ko na talagang ang gagaganda ng story at drawing. Especially ODID. Sayang 'di ko nasimulan. Paano kaya yung beginning? Waaaah! Hindi ko alam kung paano ko kaya malalaman? (Isip! Isip!)

By the way, I'm 16 and sobrang maka-animé and music lover. Animé, F4, A1, Westlife, Blue, Aaron etc. To the staff of CC Com, keep up the good work and God bless! Love yah! Animé forever, for life, ciao, sayonara, bye!

Emilyn Aiza Dauz
Urdaneta City
Pangasinan

Salamat Emilyn, anyway we're continuously trying to improve our distribution so let us know if you have any problems alright? Thanks for your enthusiastic support! Oh by they way, we're still bi-monthly!

Hi! CC Com staff! Magtatanong lang kung kailan kayo uli maglalabas ng compilation? Mayroon pa bang back issue na mabibili sa mga store? anong mga stores ang pinag-distributan niyo... Thank you and more power to CC Com!

Michael Andrew H. Lee
via the Internet

We usually have at magazine shops, major bookstores and specialty shops. Right now the compilation is having technical difficulties in distribution so it's only available in specialty shops and some selected magazine stands. Back issues are out-of-stock, we currently do not know if any shops still have back issues though.

NEXT ISSUE:
Sir Alfred in action! The Dante and Isiah rematch! Jun faces the wrath of the SPC and the whole student body! More of the Kikiams' murky past revealed! A unique spotlight on Pol Medina Jr.! CC goes to the Ghibli Musuem and Toei Japan, and much, much more!
Apologies (Again): To Keane Harris Labausa of Pasay and the real artist who did the fanart of Clarissa on issue #9 (upper left). Sorry for the mix-up guys, you are both truly gifted. Additional apologies to the real artist, we are having trouble finding your name.

GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PU

THIS ISSUE'S FAN FEATURE

Everyone here at the CCCom offices found ***Chiri-Chiri Bam Bam: Ang Cute Na Mangkukulam*** adorable, delightful, lovable and above all, very very cute! Well, except for Evil Groobs, he doesn't like anything remotely cute.

Congratulations to **Jaypee Rubio**!

Are you just itching to get published yourself?

Requirements:

1. Maximum of 8 pages. (Can be 1,2,4 or 6 pages as well)
2. Actual work must not exceed 8.5 x 11.
3. As of writing, submissions thru the Internet will not be honored.
4. Colored works are favored over B/W works.
5. Stories should be designed as a one issue or one-shot deal and not as a series.
6. Submit your works as cleanly as possible for clarity. (especially for B/W works.)
7. Make your text clear and readable, or separate them and we'll just lay them out for you digitally.

If you are submitting your work in digital form (e.g. CD), we highly recommend the following:

1. Work on actual print size (6x8).
2. Maintain a resolution no lower than 300 dpi.
3. Submit in either TIFF or PSD format.

Again please note: we **DO NOT ACCEPT ENTRIES FROM THE INTERNET**, please don't e-mail them to us.

Published works will receive:
Php 500 per colored page
Php 200 per black and white

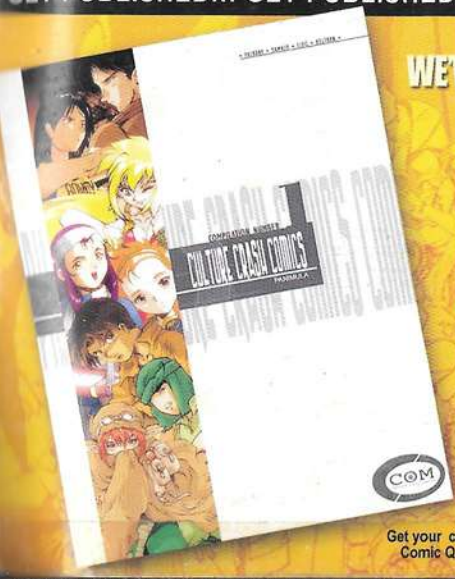
Conditions:

1.Creator/Artist will get copyright credits for his/her characters. (Except for Culture Crash characters that the Artist makes use of.)
2. Creator/Artist will get copyright credits for his/her characters.
3. Culture Crash will retain copyright ownership of the work published.

PLEASE be advised that once we have received your work, we will maintain a "We'll call you, don't call us policy. We believe that this is the best way for us to remain unbiased and fair in our decision. Thanks! Good luck!

SEND IN YOUR WORK NOW!!!

GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PU



WE'VE GOT SOME SERIOUS ISSUES

Back issues, that is! Due to insistent public demand we are reprinting the first three issues of Culture Crash Comics!

FEATURING:
-152 pages in full color
-Never before published artworks!
-Exclusive How we Draw Overview
-Artist Profiles
-Backgound information and more!
-Bonus: Includes Christmas Special pre-viously published in Culture Crash #4!

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